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Morphy's match games

Charles Henry Stanley, Paul Charles Morphy

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MORPHY'S MATCH GAMES;

BEING

A FULL AND ACCURATE ACCOUNT

OF HIS MOST

ASTOUNDING SUCCESSES ABROAD,

DEFEATING, IN ALMOST EVERY INSTANCE, THE

CHESS CELEBRITIES OF EUROPE.

EDITED, WITH COPIOUS AND VALUABLE NOTES,

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PREFACE.

On presenting to the American public, in a compact form, a full account of the principal achievements of their young countryman, Paul Morphy, whilst abroad, it is fit that we should give, in as few words as may be, a brief sketch of his antecedents prior to his late sudden and *meteor*-like appearance among the less brilliant luminaries of the Chess sphere.

Mr. Paul Morphy, on the paternal side, is descended from a Spanish family—one of his ancestors having emigrated from the land which lent its aid to Columbia's first discoverer, and his father having been born at Charleston, South Carolina. This gentleman having contracted marriage with a lady of French origin, named Le Carpentier, resident in Louisiana, Mr. Morphy *père* appears subsequently to have settled in that State, and, on the 22d June, 1837, at New Orleans, our hero, Paul Morphy, doubtless the most extraor-

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dinary chess player of the present, and in all probability of any former age, first saw the light.

It does not appear that in his early infancy any unusual precocity was evinced by young Paul; but it so happened that, when not yet nine years old, a celebrated chess match was contested at New Orleans, between Mr. Eugene Rousseau, of that city, and Mr. C. H. Stanley, of New York, the result of which was to decide the then chess championship of the United States. On this occasion, it so happened that Mr. Ernest Morphy, Paul's uncle, acted in the capacity of second to the former gentleman, and being a frequent visitor to the house of his brother (Mr. Paul Morphy's father), with whom, likewise, he was in the frequent habit of playing chess, young Paul, seeing and hearing so much of that game, became so far interested in the subject as to form and express a wish to be taught *the moves*. This initiatory step once taken, the rapid advances made by the child-student toward proficiency in the theory and practice of the game, must have been positively astounding; as some two years afterward, we find him contending, on even terms, with his uncle, Mr. Ernest Morphy, and Mr. Eugene Rousseau, and but a few months subsequently, beating both those gentlemen at the rate of nine games to one! About this time, Mr. Lowenthal, the great Hungarian player, on passing through New Orleans, encountered our youthful chess Hercules, and likewise suffered at his hands, having lost two and drawn one out of a total of three games. In December of the same year, Mr.

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Morphy appears to have entered college at Spring Hill, Alabama, and having graduated with some éclat, left that institution in 1855.

From this time, notwithstanding that he at once entered upon his studies for the bar, our hero must have devoted himself heart and soul to the cultivation of those talents which, already developed in so marked a manner, have since made for him a name which will descend to posterity for all time.

After having, in the meanwhile, met and conquered all those chess notabilities in the South and West, with whom opportunity offered him the means to break a lance, the grand tournament of the American Chess Congress, held at New York in the autumn of 1857, afforded an occasion whereby to test his powers against the assembled representatives of the game from a majority of the States in the entire Union. To chronicle the result of his numerous encounters, on the occasion of his visit to New York, would be simply to recount successes scarcely varied by a reverse. Suffice it, therefore, to say, that he carried off the first prize at the American Chess Congress, and that during his stay here he appears to have played some ninety odd games, of which he lost no more than four or five.

Among the players who thus succumbed to Paul Morphy's superior prowess, there are many whose names are familiar to all chess readers, alike in Europe and America, including those of Louis Paulsen (the celebrated blindfold player),

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Theodore Lichtenhein, J. Thompson, H. P. Montgomery, of Philadelphia, George Hammond, of Boston, and C. H. Stanley, for many years accounted the first chess player in the United States; but of whom Paul Morphy succeeded in winning four games and drawing one, in a match at the *Pawn and Move*, at which odds Mr. Morphy likewise offered to contest a match against any other player in the Union.

From this period, Mr. Morphy appears to have devoted his attention, to a considerable extent, and with the most marked success, to the practice of blindfold chess; as a specimen of which, we would refer the reader to the ensuing pages, wherein are recorded eight games, simultaneously played by him in Paris, without sight of board or men, against a similar number of well-known amateurs. Out of these eight games, Mr. Morphy *won six*, the remaining two being drawn. A similar feat was likewise performed by Mr. Morphy at Birmingham, before the British Chess Association, wherein he again scored six, lost one, and drew one.

Independently of the three set matches, the particulars of which, *in extenso*, we are about to record, Mr. Morphy's successes in Europe, against all comers, have been quite as complete as those already referred to as obtained in this country. In support of this assertion, we would state that we have before us a list of all contests in which, up to a given time, he had taken part in Paris. This list embraces a total of one hundred and two games, and the net result we find to be as follows: Won by Mr. Morphy 79, lost 8, drawn 15.

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While among the defeated players we find Harwitz, St. Amant, La Roche, De Riviere, Lecrivain, Lequesne, Journoud (of whom Mr. M. won twelve straight games), Budzinsky, Baucher, etc.

Of the antecedents of Messrs. Lowenthal, Harwitz, and Anderssen, the opponents of Mr. Morphy in the three matches alluded to above, it is scarcely necessary to speak, their names being as *household words* in the vast family of chess players. We may state, however, that Mr. Lowenthal succeeded in carrying off the first prize at the Birmingham meeting of the British Chess Association last year, over the heads of many of the most renowned European players; that Professor Anderssen succeeded in winning a like honor at the grand Chess Tournament held in London, in the year 1851, and that Herr Harwitz was considered, by the best informed in European chess circles, to be, until Paul Morphy's advent, inferior to no living player.

New York, *May*, 1859.

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PAUL MORPHY'S MATCH GAMES.

Game I.

MATCH between Mr. Paul Morphy and Herr Lowenthal, played in London, August, 1858.

PHILIDOR'S DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	P to Q 3.
3. P to Q 4.	P takes P.
4. Kt takes P.	Kt to KB 3.
5. Kt to QB 3.	B to K 2.
6. B to K 2.	Castles.
7. Castles.	P to QB 4.
8. Kt to KB 3.	Kt to QB 3.
9. B to KB 4.	B to K 3.
10. Q to Q 2.	P to Q 4.
11. P takes P. (*a*)	Kt takes P.
12. QR to Q sq.	Kt takes B.
13. Q takes Kt.	Q to QR 4.
14. B to Q 3.	QR to Q sq.
15. Kt to KKt 5.	B takes Kt.
16. Q takes B.	P to KR 3.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
17. Q to KR 4.	Kt to Q 5.
18. P to QR 3. (*b*)	KR to K sq.
19. KR to K sq.	Q to QKt 3.
20. Kt to QR 4.	Q to QR 4.
21. Kt to QB 3.	P to KB 4.
22. R to K 5.	B to KB 2.
23. QR to K sq.	Q to QKt 3.
24. R takes R.	R takes R.
25. R takes R, check.	B takes R.
26. Q to K 7.	B to B 2.
27. Kt to QR 4.	Q to QR 4.
28. Kt takes QBP.	Q to Q 7.
29. P to KB 3. (*c*)	Kt to QB 3.
30. Q to K 2. (*d*)	Q to B 8, check.
31. K to B 2.	Q takes KtP.
32. B takes P.	Q takes RP.
33. Q to QKt 5.	Q to QB 6. (*e*)
34. Kt to QKt 3.	Q to KB 3.
35. Q takes QKtP.	P to KKt 3.
36. Q to QB 8, check.	K to R 2.
37. B to Q 3.	Kt to K 4.
38. Kt to Q 2.	Q to R 5, check.
39. K to B sq.	Q takes RP.
40. Kt to K 4.	Q to KR 8, check.
41. K to B 2.	Q to QB 8.
42. Q to QB 3.	Q to KB 5.
43. K to K 2.	P to KR 4.
44. Kt to KB 2.	P to KR 5.
45. Q to Q 2.	Q to KKt 6.
46. Q to K 3.	P to QR 4.
47. Q to K 4.	B to K 3.
48. P to KB 4.	Kt takes B.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
49. P takes Kt.	B to KKt 5, check.
50. K to B sq.	B to KB 4,
51. Q to K 7, check.	K to R 3.

Drawn game.

Notes to Game I.

(*a*) Decidedly the best play. If P to K 5, instead, Black would acquire the better game by replying Kt to KR 4, etc.

(*b*) Any other move would have involved White in much trouble.

(*c*) If P to R 8, Black may draw the game by perpetual check, and any other move would be followed by results yet more serious.

(*d*) The taking of KtP would clearly have involved the loss of a piece.

(*e*) The only good move at his disposal. Kt to Q 5 might have lost Black's game. A *draw* between two first-rate players is pretty sure now to be the result.

Game II.

KING'S GAMBIT DECLINED.

BLACK. (Mr. M.)	WHITE. (Mr. L.)
1. P to K 4.	P to K 4.
2. P to KB 4.	KB to QB 4.
3. KKt to KB 3.	P to Q 3.
4. P to QB 3.	QB to KKt 5.
5. KB to QB 4.	B takes Kt.
6. Q takes B.	KKt to B 3.
7. P to QKt 4.	B to QKt 3.
8. P to Q 3.	QKt to Q 2.
9. P to KB 5.	Q to K 2.
10. P to KKt 4.	P to KR 3.
11. K to K 2.	P to QB 3.
12. P to KKt 5.	P takes P.
13. B takes P.	P to Q 4.
14. B to QKt 3. (*a*)	Q to Q 3.

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BLACK. (Mr. M.)	WHITE. (Mr. L.)
15. Kt to Q 2.	P to QR 4.
16. P takes RP.	R takes P.
17. P to KR 4.	KKt to KR 4.
18. Kt to KB sq.	QKt to QB 4.
19. KB to QB 2.	QR to QKt 4.
20. QB to QB sq.	QP takes P. (*b*)
21. P takes P.	R to QKt 7. (*c*)
22. B takes R.	Kt to KB 5, check.
23. K to K sq.	Kt to Q 6, check.
24. B takes Kt.	Kt takes B, check.
25. K to Q 2.	Kt takes B, dis. check.
26. K to B 2.	Q to QR 6.
27. Kt to Q 2.	B to QB 2. (*d*)
28. Kt to Kt sq.	

And White resigns.

Notes to Game II.

(*a*) If P takes P, White would play P to K 5, with an excellent position.

(*b*) Kt to KB 5 check, would likely have won the game. From this period Mr. Lowenthal does not play with his accustomed perseverance and skill.

(*c*) Positively a bad move, as he certainly does not get *quid pro quo* for such sacrifice.

(*d*) A direct oversight, the penalty for which is instantaneous loss.

Game III.

PETROFF'S DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	Kt to KB 3.
3. Kt takes P.	P to Q 3.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
4. Kt to KB 3.	Kt takes P.
5. P to Q 4.	P to Q 4.
6. B to Q 3.	B to K 2.
7. Castles.	Kt to QB 3.
8. R to K sq.	P to KB 4.
9. P to QB 4.	B to K 3.
10. P takes P.	B takes P.
11. Kt to QB 3.	Kt takes Kt.
12. P takes Kt.	Castles.
13. QB to KB 4.	B to Q 3.
14. B takes B.	Q takes B.
15. Kt to K 5.	QR to K sq.
16. P to QB 4. (*a*)	B to K 3.
17. Kt takes Kt.	P takes Kt.
18. B to KB sq.	B to KB 2.
19. Q to Q 2.	R takes R.
20. R takes R.	R to Q sq.
21. Q to QR 5.	Q takes QP.
22. Q takes QBP.	Q to QKt 3.
23. Q to KB 4.	P to KKt 3.
24. P to KR 3.	Q to QKt 7.
25. Q to QB 7.	Q to QKt 3.
26. R to K 7.	R to Q 8.
27. Q to QB 8, check.	R to Q sq.
28. Q to QB 7.	R to Q 8.
29. Q to K 5.	Q to QKt 8.
30. Q to K 2.	K to KB sq.
31. R to K 5.	P to KB 5.
32. P to KB 3.	Q to QB 8.
33. P to KR 4.	P to KR 3.
34. P to QB 5.	K to Kt 2.
35. R to K 4.	Q takes P, check.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
36. K to R 2.	Q to QB 8.
37. K to Kt sq.	R to Q 7.
38. Q to QR 6.	R takes QRP.
39. Q to Q 3.	R to Q 7.
40. Q to QR 6.	R to Q 8.
41. P to KKt 3.	P takes P.
42. K to Kt 2.	Q to QB 4.
43. K takes P.	Q to KKt 8, check.
44. B to Kt 2.	R to Q 7.
45. Q to KB sq.	Q takes Q.
46. B takes Q.	K to B 3.
47. B to QB 4.	B takes B.
48. R takes B.	R to Q 3.
49. K to KB 4.	R to K 3.
50. R to Q 4.	K to K 2.
51. R to QR 4.	K to Q 3.
52. R takes RP.	P to QB 4.
53. R to QR sq.	P to QB 5.
54. P to KR 5.	P takes P.
55. K to B 5.	R to K 6.
56. K to B 4.	R to K sq.
57. R to R 6, check. (*b*)	K to Q 4.
58. R takes P.	P to QB 6.
59. R takes P, check.	K to Q 5.
60. R to KR 7.	R to QB sq.
61. R to Q 7, check.	K to QB 5.
62. K to K 3.	R to K sq., check.
63. K to B 2. (*c*)	P to QB 7.
64. R to QB 7, check.	K to Q 6.
65. R to Q 7, check.	K to B 6.
66. R to QB 7, check.	K to Q 7.
67. R to Q 7, check.	K to B 8.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
68. R to QKt 7.	R to K 4.
69. P to B 4.	R to K 5.
70. K to B 3.	R to QB 5.
71. R to KR 7.	K to Q 7.
72. R to KR sq.	P. Queens.
73. R takes Q.	R takes R.
74. K to K 4.	R to K 8, check.
75. K to Q 4.	K to K 7.
76. P to B 5.	K to B 6.
77. K to Q 5.	K to B 5.
78. P to B 6.	K to Kt 4.
79. P to B 7.	R to KB 8.

White resigns.

Notes to Game III.

(*a*) P to KB 4 would appear to be better play.

(*b*) Notwithstanding the advantage of two Pawns, the position is now such that, against correct play, Mr. M. could not have won.

(*c*) K to B 4 would in all probability have drawn the game, as it would then have been next to impossible to stop Mr. L.'s Pawn at any after period, excepting by the sacrifice of Black's Rook.

Game IV.

KING'S GAMBIT DECLINED.

BLACK. (Mr. M.)	WHITE. (Mr. L.)
1. P to K 4.	P to K 4.
2. P to KB 4.	B to QB 4. (*a*)
3. KKt to B 3.	P to Q 3.
4. P to QB 3.	B to KKt 5.
5. KB to K 2.	B takes Kt.
6. B takes B.	Kt to QB 3.
7. P to QKt 4.	B to QKt 3.

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BLACK. (Mr. M.)	WHITE. (Mr. L.)
8. P to QKt 5.	Q Kt to K 2.
9. P to Q 4.	P takes BP.
10. QB takes P.	QKt to KKt 3.
11. QB to K 3.	KKt to B 3.
12. QKt to Q 2.	Castles.
13. Castles.	P to KR 3.
14. P to QR 4.	P to QB 3.
15. Q to K 2.	KR to K sq.
16. Q to Q 3.	P to Q 4.
17. P to K 5.	KKt to Q 2.
18. KB to KR 5. (*b*)	R to K 3.
19. P to QR 5.	B to QB 2.
20. R takes KBP.	K takes R. (*c*)
21. Q to KB 5, check.	K to K 2.
22. B takes Kt.	Q to KKt sq.
23. QB to KB 2.	Kt takes KP. (*d*)
24. QP takes Kt.	QR to KB sq.
25. B to QB 5, check.	K to Q sq.
26. B takes QR.	R takes P.
27. Q to KB 2.	Q to K 3.
28. P to QKt 6.	P takes P.
29. P takes P.	Q takes B.
30. P takes B, check.	K takes P.
31. R to QKt sq.	

White resigns.

Notes to Game IV.

(*a*) With the exception of his present *vis-à-vis*, we apprehend that but few antagonists could be found from whom Mr. L. would refuse a proffered Gambit.

(*b*) The position of affairs will soon now become critical.

(*c*) Kt to R sq. would be probably a better move.

(*d*) This sacrifice certainly avails him nothing. White's fate is now inevitable.

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Game V.

PETROFF'S DEFENCE.

BLACK. (Mr. L.)	WHITE. (Mr. M.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	Kt to KB 3.
3. Kt takes KP.	P to Q 3.
4. KKt to B 3.	Kt takes P.
5. P to Q 4.	P to Q 4.
6. KB to Q 3.	KB to K 2.
7. Castles.	Castles.
8. P to QB 4.	QB to K 3.
9. QB to K 3.	Kt to QB 3.
10. P takes P.	QB takes P.
11. Kt to QB 3.	P to KB 4.
12. QKt takes B.	Q takes Kt.
13. KB to QB 2.	K to R sq.
14. KB to QKt 3.	Q to Q 3.
15. P to Q 5.	QKt to R 4.
16. QB to Q 4.	KB to B 3.
17. KR to K sq.	QR to Q sq.
18. B takes B.	Kt takes B.
19. Kt to KKt 5.	Kt to KKt 5.
20. P to KKt 3.	Q to QB 4.
21. Q to K 2.	Kt takes B.
22. RP takes Kt.	QR to K sq.
23. Q to KB 3.	Kt to K 4.
24. Q to R 5.	P to KR 3.
25. QR to Q sq.	Q to QB 7.
26. Kt to K 6.	Kt to KKt 5.
27. KR to KB sq.	Q takes P on Kt 2.
28. Kt takes R.	R takes Kt.
29. P to KR 3.	Kt to KB 3.
30. Q takes P.	

Black wins. (*a*)

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Note to Game V.

(*a*) There does not appear to be any particular point of mark in this game. The defence adopted by Mr. M. is generally considered to place the advantage in the hands of the attacking party, and Mr. Lowenthal on this occasion plays steadily throughout.

Game VI.

SICILIAN DEFENCE.

BLACK. (Mr. M.)	WHITE. (Mr. L.)
1. P to K 4.	P to QB 4.
2. P to Q 4.	P takes P.
3. Kt to KB 3.	Kt to QB 3.
4. Kt takes P.	P to K 4.
5. Kt takes Kt.	KtP takes Kt.
6. B to QB 4.	Kt to KB 3.
7. Castles.	P to Q 4. (*a*)
8. P takes P.	P takes P.
9. B to QKt 5, check.	B to Q 2.
10. B takes B, check.	Q takes B.
11. R to K sq.	B to Q 3.
12. Kt to QB 3.	P to K 5.
13. B to KKt 5.	Kt to KKt 5.
14. Q takes QP.	B takes RP, check.
15. K to R sq.	Q takes Q.
16. Kt takes Q.	Castles.
17. P to KB 3.	P takes P.
18. P takes P.	Kt to K 4.
19. R to K 3.	P to KB 3.
20. K takes B.	QR to Q sq.
21. R takes Kt.	P takes B.
22. K to KKt 3.	P to KR 3.
23. P to QB 4.	R to KB 2.
24. QR to K sq.	K to KB sq.
25. P to QB 5.	P to KKt 3.

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BLACK. (Mr. M.)	WHITE. (Mr. L.)
26. P to QB 6.	R to QB sq.
27. P to QB 7.	QR takes P.
28. R to K 8, check.	K to Kt 2.
29. Kt takes R.	

White resigns.

Note to Game VI.

(*a*) Thereby losing a Pawn, for which we see no corresponding advantage obtained. After such a casualty against Mr. M., the best player living might as well give up at once.

Game VII.

PHILIDOR'S DEFENCE.

BLACK. (Mr. L.)	WHITE. (Mr. M.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	P to Q 3.
3. P to Q 4.	KP takes P.
4. Q takes P.	QB to K 3.
5. QKt to B 3.	P to QR 3.
6. QB to K 3.	KKt to B 3.
7. QR to Q sq.	KB to K 2.
8. KB to K 2.	QKt to B 3.
9. Q to Q 2.	Castles.
10. Castles.	P to QKt 4.
11. P to QR 3	QKt to K 4.
12. KKt to Q 4.	P to QB 4.
13. KKt takes B.	BP takes Kt.
14. P to KB 4.	QKt to Kt 3.
15. KB to B 3.	QR to Kt sq.
16. Q to K 2.	Q to QB 2.
17. P to KR 4. (*a*)	Kt takes KRP.
18. KB to Kt 4.	KKt takes B.
19. Q takes KKt.	Q to QB sq.

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BLACK. (Mr. L.)	WHITE. (Mr. M.)
20. P to KKt 3.	QKt to Kt 3.
21. KR to B 2.	KR to B 3.
22. QR to KB sq.	P to QKt 5.
23. RP takes P.	BP takes P.
24. Kt to QR 4.	Q to QB 3.
25. P to QKt 3.	Q takes KP.
26. B to QR 7.	QR to KB sq.
27. KR to K 2.	Q to QKt 2.
28. B to KB 2.	Kt takes KBP,
29. KtP takes Kt.	R to KKt 3.
30. Q takes KR.	RP takes Q.
31. KR takes KP.	R takes P.
32. K to R 2.	Q to Q 4.

White wins.

Note to Game VII.

(*a*) This move really appears to be the result of oversight. Perhaps Mr. L. intended to have played the Knight's Pawn two squares in place of that of Rook.

Game VIII.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	P to Q 3.
3. P to Q 4.	P takes P.
4. Q takes P.	QB to Q 2.
5. QB to K 3.	KKt to B 3.
6. QKt to B 3.	KB to K 2.
7. KB to QB 4.	QKt to B 3.
8. Q to Q 2.	QKt to K 4.
9. Kt takes Kt.	P takes Kt.
10. Castles KR.	Castles.

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WHITE. (Mr. M.)	BLACK. (Mr. L.)
11. P to KB 4.	KB to Q 3.
12. P to KB 5.	QB to QB 3.
13. Q to K 2.	P to KR 3.
14. QR to Q sq	Q to K 2.
15. KB to Q 5.	B takes B.
16. Kt takes B.	Kt takes Kt.
17. R takes Kt.	P to KB 3.
18. Q to KKt 4.	P to QB 3.
19. R to Q 3.	B to QB 4.
20. Q to KKt 3.	QR to Q sq.
21. KR to Q sq.	R takes R.
22. R takes R.	R to Q sq.
23. B takes B.	Q takes B, check.
24. Q to KB 2.	Q takes Q, check.
25. K takes Q.	R takes R.
26. P takes R.	P to QB 4.
27. P to KKt 4.	K to B sq.
28. P to QR 4.	P to QKt 3.
29. K to KKt 3.	K to B 2.
30. K to R 4.	K to B sq.
31. K to R 5.	K to B 2.
32. P to QKt 3.	K to B sq.
33. K to Kt 6.	K to Kt sq.
34. P to KR 3.	K to B sq.
35. P to KR 4.	K to Kt sq.
36. P to KKt 5.	RP takes P.
37. P takes P.	P takes P.
38. K takes P.	K to B 2.
39. K to R 4.	K to K 2.
40. K to Kt 4.	K to B 3.
41. K to R 4.	P to QR 3.
42. K to R 3.	P to KKt 3.

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WHITE. (Mr. M.)	BLACK. (Mr. L.)
43. P to R 5.	P takes RP.
44. P takes P.	K takes P.
45. K to Kt 4.	P to R 5.
46. P takes P.	P to R 4.
47. K to B 3.	K to B 3.
48 K to B 2.	K to B 2.
49. K to Kt 3.	K to Kt 2.
50. K to B 2.	K to B 3.
51. K to Kt sq.	K to Kt 4.
52. K to Kt 2.	K to B 5. (*a*)
53. K to B 2.	P to QB 5.
54. P takes P.	K takes P.
55. K to K 2.	K to Q 5.
56. K to B 3.	K takes P.
57. K to K 4.	K to Kt 5.
58. K takes P.	K takes P.
59. K to Q 4.	K to Kt 5.

Black wins.

Note to Game VIII.

(*a*) This game appears to be one of the hardest fought throughout the match; and it would be difficult to say at what stage Mr. L. acquired that advantage now observable, and to which he so pertinaciously adheres.

RUY LOPEZ KNIGHT'S GAME.

Game IX.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	Kt to QB 3.
3. B to QKt 5.	B to QB 4.
4. P to QB 3.	Q to K 2.
5. Castles.	P to KB 3.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
6. P to Q 4.	B to QKt 3.
7. Kt to QR 3.	Kt to Q sq.
8. Kt to QB 4.	Kt to KB 2.
9. Kt to K 3.	P to QB 3.
10. Kt to KB 5.	Q to KB sq.
11. B to Q 3.	P to KKt 3.
12. Kt to KKt 3.	P to Q 3.
13. P to QR 4.	B to KKt 5.
14. P to QR 5.	B to QB 2.
15. P to KR 3.	B to Q 2.
16. Q to QKt 3.	Kt to Q sq.
17. KR to K sq.	B to K 3.
18. Q to QB 2.	Kt to K 2.
19. P to QKt 4.	Q to KKt 2.
20. P to QB 4.	Kt to B 2.
21. B to K 3.	Castles KR.
22. P to Q 5.	B to Q 2.
23. QR to Q sq.	K to R sq.
24. K to R sq.	BP takes QP.
25. KP takes P.	P to KB 4.
26. B to QB sq.	QR to K sq.
27. B to QKt 2.	Kt to KKt sq.
28. Q to QB 3.	Kt to KB 3.
29. B to QKt sq.	R to KKt sq.
30. R to Q 2.	Q to KR 3.
31. Kt to KR 2.	P to KB 5.
32. Kt to K 4.	Kt takes Kt.
33. B takes Kt.	P to KKt 4.
34. P to KB 3.	Q to KR 5.
35. R to KB sq.	Kt to KR 3.
36. R to K 2.	Kt to KB 4.
37. B takes Kt.	B takes B.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
38. P to QB 5.	Q to R 3.
39. KR to K sq.	KR to KB sq.
40. P to QKt 5.	QR to QB sq.
41. Q to R 3.	K to Kt sq.
42. P to QKt 6.	QRP takes P.
43. BP takes RP.	B to Q sq.
44. R to QB sq.	R takes R.
45. B takes R.	Q to KKt 3.
46. Q to Kt 4.	B to Q 6.
47. R to K sq.	B to K 2.
48. B to QKt 2.	R to K sq.
49. Kt to Kt 4.	P to KR 4.
50. Kt to B 2.	P to KKt 5.
51. Q to B 3.	B to KB 4.
52. BP takes P.	P takes P.
53. P takes P.	B takes P.
54. Kt takes B.	Q takes Kt.
55. R to QB sq.	K to B 2.
56. Q to KR 3. (*a*)	Q takes Q.
57. P takes Q.	P to KB 6.
58. R to KB sq.	P to K 5.
59. B to Q 4.	B to KB 3.
60. B to K 3.	R to QR sq.
61. B to Q 2.	B to Q 5.
62. P to KR 4.	K to KKt 3.
63. K to KR 2.	R to KB sq.
64. K to KKt 3.	P to KB 7.
65. K to Kt 2.	P to K 6.
66. K to K sq.	K to KR 4.
67. K to Kt 3.	P takes B, Q's. check.

White resigns.

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Note to Game IX.

(*a*) Apparently done under an erroneous impression. Q to KB 8 would seem to insure Mr. L. the victory.

Game X.

FRENCH DEFENCE.

BLACK. (Mr. M.)	WHITE. (Mr. L.)
1. P to K 4.	P to K 3.
2. P to Q 4.	P to Q 4.
3. P takes P.	P takes P.
4. Kt to KB 3.	Kt to KB 3.
5. B to Q 3.	B to Q 3.
6. Castles.	Castles.
7. QKt to QB 3.	P to QB 3. (*a*)
8. QB to KKt 5.	P to KR 3.
9. B to KR 4.	QB to KKt 5.
10. P to KR 3.	B takes Kt.
11. Q takes B.	QKt to Q 2.
12. KB to KB 5.	Q to B 2.
13. Q R to K sq.	QR to K sq.
14. R to K 3.	B to KB 5.
15. R to K 2.	R takes R.
16. Kt takes R.	B to Q 3.
17. KB takes Kt.	Kt takes B.
18. Kt to KKt 3.	R to K sq. (*b*)
19. Kt to B 5.	Kt to KB sq.
20. B to KKt 3.	B takes B.
21. BP takes B.	R to K 5.
22. P to QB 3.	Kt to R 2.
23. P to KR 4.	P to KR 4.
24. P to QB 4.	Kt to KB 3. (*c*)
25. Kt takes KtP.	Kt to Kt 5.
26. Kt takes P.	R takes P.

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(BLACK. Mr. M.)	WHITE. (Mr. L.)
27. Kt to B 6, check	Kt takes Kt.
28. Q takes Kt.	R takes QBP.
29. R to B 5.	R to KKt 5.
30. R to K 5.	Q to QB sq.
31. R to K 7.	Q to KB sq.
32. Q to K 5.	Q to Kt 2.
33. R to K 8, check.	K to R 2.
34. Q to KR 5, check.	

Black wins.

Notes to Game X.

(*a*) P to KR 3 is the more usual move, but we see no objection to that now made by Mr. L.

(*b*) White would lose the game should he play P to Kt 4, as Black would retort with Kt to KB 5, etc.

(*c*) A dead oversight, whereby the game is lost irretrievably.

Game XI.

SICILIAN DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P to K 4.	P to QB 4.
2. Kt to KB 3.	P to K 3.
3. P to Q 4.	P takes P.
4. Kt takes P.	Kt to QB 3.
5. Kt to QKt 5.	P to QR 3.
6. Kt to Q 6, check.	B takes Kt.
7. Q takes B.	Q to K 2.
8. Q to KKt 3.	Kt to KB 3.
9. Kt to QB 3.	P to Q 4.
10. P to K 5.	Kt to KR 4.
11. Q to KB 3.	P to KKt 3.
12. P to KKt 4.	Kt takes KP. (*a*)
13. Q to K 2.	Kt takes P.
14. Q takes Kt.	P to K 4.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
15. Q to QR 4, check.	B to Q 2.
16. Q to QKt 3.	P to Q 5.
17. Q takes QKtP.	Castles.
18. Kt to Q 5.	Q to Q 3.
19. B to KKt 2.	P to K 5.
20. P to QB 4.	P to KB 4.
21. Q to QKt 4.	Q to K 4.
22. Q to K 7.	B to K 3.
23. Q to QB 7.	Q to KKt 2.
24. Q takes Q, check.	Kt takes Q.
25. Kt to Kt 6.	QR to QKt sq.
26. P to QB 5.	Kt to KR 4.
27. P to QKt 4.	K to B 2.
28. Castles.	P to KKt 4.
29. KR to Q sq.	KR to Q sq.
30. B takes KKtP.	R to KKt sq.
31. P to KR 4.	R to KKt 3
32. R takes P.	QR to KKt sq.
33. Kt to Q 7.	R takes B.
34. P takes R.	R takes P.
35. K to R 2.	Kt to KB 5.
36. B to KB sq.	R to R 4, check.
37. K to Kt 3.	Kt to Q 4.
38. P to KB 4.	P takes P *en pas.*
39. Kt to K 5, check.	K to B 3.
40. Kt takes P.	R to R 3.
41. QR to K sq.	R to Kt 3, check.
42. K to B 2.	Kt to QB 6.
43. B to Q 3.	B to Q 4.
44. B takes BP.	R to Kt 2.
45. KR to KB 4.	B takes Kt.
46. R takes B.	

Black resigns.

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Note to Game XI.

(*a*) To retreat, Kt to Kt 2, would have left Black with a very confined position, but the sacrifice of the piece is certainly dangerous.

Game XII.

FRENCH DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P to K 4.	P to K 3.
2. P to Q 4.	P to Q 4.
3. P takes P.	P takes P.
4. Kt to KB 3.	Kt to KB 3.
5. KB to Q 3.	QB to K 3. (*a*)
6. Castles.	KB to Q 3.
7. QKt to B 3.	P to QB 3.
8. KKt to K 5.	QKt to Q 2.
9. P to KB 4.	Q to QKt 3.
10. QB to K 3.	KB takes Kt.
11. KBP takes B.	KKt to Kt 5.
12. Q to Q 2.	Kt takes QB.
13. Q takes Kt.	Q takes QKtP. (*b*)
14. Kt to K 2.	Q to QR 6.
15. Kt to KB 4.	Q to K 2.
16. QR to QKt sq.	Castles QR.
17. KB to K 2.	Kt to QKt 3.
18. Q to QKt 3.	QR to Q 2.
19. Kt to Q 3.	Kt to QB 5.
20. Kt to QB 5.	R to QB 2. (*c*)
21. Q to R 4.	P to QKt 3.
22. B takes Kt.	P takes Kt.
23. B to R 6, check.	K to Q 2.
24. B to Kt 7.	KR to Q sq. (*d*)
25. B takes QBP, check.	

Black resigns.

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Notes to Game XII.

(*a*) KB to Q 3 is the more approved play.

(*b*) The move lost is probably of more importance than the Pawn thus gained.

(*c*) This move does not look promising, but he probably has no better.

(*d*) The game might have been prolonged, though uselessly, by the play, Q to KR 5. As matters now stand, Black cannot save his Queen.

Game XIII.

PETROFF'S DEFENCE.

WHITE. (Mr. L.)	BLACK. (Mr. M.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	Kt to KB 3.
3. Kt takes P.	P to Q 3.
4. Kt to KB 3.	Kt takes P.
5. P to Q 4.	P to Q 4.
6. KB to Q 3.	KB to K 2.
7. Castles.	Kt to QB 3.
8. P to QB 4.	QB to K 3.
9. P takes P.	QB takes P.
10. Kt to QB 3.	Kt takes Kt.
11. P takes Kt.	Castles.
12. QB to KB 4.	KB to Q 3.
13. B takes B.	Q takes B.
14. Kt to Kt 5.	P to KB 4.
15. P to QB 4.	B takes KKtP.
16. K takes B.	Q to KKt 3.
17. P to KB 4.	P to KR 3.
18. P to Q 5.	Kt to Q sq.
19. P to KR 4.	P takes Kt.
20. RP takes P.	Kt to KB 2.
21. Q to KB 3.	Kt to R 3.
22. Q to Kt 3.	Kt to B 2.

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WHITE. (Mr. L.)	BLACK. (Mr. M.)
23. P to QB 5.	QR to Q sq.
24. KB to B 4.	P to QKt 4.
25. B to Kt 3.	P to QR 4.
26. QR to K sq.	KR to K sq.
27. QR to K 6.	R takes R.
28. P takes R.	K to B sq.
29. P takes Kt.	P to R 5.
30. R to Q sq.	R takes R.
31. B takes R.	Q to QB 3, check.
32. B to B 3.	Q takes BP.
33. P to KKt 6.	Q to Q 3.
34. Q to Kt 5.	Q to Q 7, check.
35. K to R 3.	Q to Q 6.
36. Q to R 5.	K to K 2.
37. Q to R 4, check.	K to Q 2.
38. K to Kt 3.	Q to Q 3.
39. Q to KR 8. (*a*)	Q takes KtP, check.
40. K to B 2.	Q takes BP.

Drawn game.

Note to Game XIII.

(*a*) Up to this point, Mr. L.'s play would appear to be perfect, but he here breaks down. In place of this move, had he played Q to Kt 4, Mr. M. must shortly have succumbed.

Game XIV.

RUY LOPEZ KNIGHT'S GAME.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	Kt to QB 3.
3. B to QKt 5.	P to QR 3. (*a*)
4. B to R 4.	Kt to KB 3.

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WHITE. (Mr. M.)	BLACK. (Mr. L.)
5. P to Q 4.	P takes QP.
6. P to K 5.	Kt to K 5.
7. Castles.	KKt to QB 4. (*b*)
8. KB takes Kt.	QP takes B.
9. Kt takes P.	Kt to K 3.
10. Kt takes Kt.	B takes Kt.
11. Q to K 2.	KB to B 4.
12. Kt to QB 3.	Q to K 2.
13. Kt to K 4.	P to KR 3.
14. B to K 3.	B takes B.
15. Q takes B.	B to KB 4.
16. Kt to Kt 3. (*c*)	B takes QBP.
17. P to KB 4.	P to KKt 3.
18. P to K 6. (*d*)	B to KB 4.
19. Kt takes B.	P takes Kt.
20. P takes P, check.	K takes P.
21. Q to KR 3.	Q to KB 3.
22. QR to K.	KR to K.
23. R to K 5.	K to Kt 3.
24. KR to K.	R takes R.
25. R takes R.	R to Q.
26. Q to KKt 3, check.	K to R 2.
27. P to KR 3.	R to Q 2.
28. Q to K 3.	P to Q Kt 3.
29. K to R 2.	P to QB 4.
30. Q to K 2.	Q to KKt 3.
31. R to K 6.	Q to KKt 2.
32. Q to KR 5.	R to Q 4.
33. P to QKt 3.	P to QKt 4.
34. R takes QRP.	R to Q 3.
35. Q takes BP, check.	Q to Kt 3.
36. Q takes Q, check.	K takes Q.

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WHITE. (Mr. M.)	BLACK. (Mr. L.)
37. R to QR 5.	R to QKt 3.
38. P to KKt 4.	P to QB 3.

White wins. (*e*)

Notes to Game XIV.

(*a*) We agree implicitly with Mr. L. in the opinion that this move and that following form the best known defence in this opening.

(*b*) He has no other plausible move.

(*c*) He cannot afford time to capture the Pawn.

(*d*) Threatening to play Q to B 8, and thereby win a piece.

(*e*) Mr. M. has had decidedly the better game for many moves past, and he now wins with the Pawns on his King's side.

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EIGHT BLINDFOLD GAMES,

Played Simultaneously, by Mr. Paul Morphy, at Paris, October, 1858.

First Board.

MR. BOUCHER.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P to K 4.	P to K 4.
2. KKt to KB 3.	P to Q 3.
3. P to Q 4.	P takes P.
4. Q takes P.	QKt to QB 3.
5. KB to QKt 5.	QB to Q 2.
6. B takes Kt.	B takes B.
7. B to KKt 5.	P to KB 3.
8. B to KR 4.	Kt to KR 3.
9. QKt to QB 3.	KB to K 2.
10. Castles KR.	Castles.
11. Q to QB 4, check.	K to R sq.
12. KKt to Q 4.	Q to Q 2.
13. QR to Q sq.	KR to KB 2.
14. P to KB 4.	P to QR 4.
15. P to KB 5.	KR to KB sq.

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WHITE. (Mr. M.)	BLACK. (Mr. B.)
16. KKt to K 6.	KR to KKt sq.
17. P to QR 4.	Kt to Kt 5.
18. Q to K 2.	Kt to K 4.
19. B to KKt 3.	Q to QB sq.
20. B takes Kt.	QP takes B.
21. KR to KB 3. (*a*)	QB to Q 2. (*b*)
22. KR to KR 3.	P to KR 3.
23. Q to Q 2.	K to R 2.
24. Q takes QB.	B to Q 3.
25. KR takes P, check.	K takes R.
26. R to Q 3.	K to R 4.
27. Q to KB 7, check.	

Black resigns.

Notes to First Board.

(*a*) Mr. Morphy has already acquired an attack which no power on earth could stand against.

(*b*) Losing a piece certainly—but what was he to do? We do not see how Black could prolong the game to any extent beyond that to which it reaches. The termination of this *partie* is beautiful in the extreme, and on Mr. Morphy's side, considering the circumstances under which it was played, positively marvellous.

Second Board.

MR. BIERWIRTH.

FRENCH DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P to K 4.	P to K 3.
2. P to Q 4.	P to QB 3.
3. KB to Q 3.	P to Q 4.
4. P takes P.	KP takes P.

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WHITE. (Mr. M.)	BLACK. (Mr. B.)
5. KKt to KB 3.	QB to KKt 5.
6. Castles.	KB to Q 3.
7. P to KR 3.	QB to KR 4.
8. QB to K 3.	QKt to Q 2.
9. KR to K sq.	KKt to K 2.
10. QKt to Q 2.	QB takes Kt.
11. Kt takes B.	P to KR 3.
12. Q to Q 2.	Q to QB 2.
13. P to QB 4.	P takes P.
14. KB takes P.	P to KB 4.
15. Kt to K 5.	Castles, QR.
16. KB to K 6.	B takes Kt.
17. P takes B.	K to QKt sq.
18. Q to QB 3.	QKt to QKt 3.
19. Q to QR 3.	QKt to QB sq.
20. QR to QB sq.	P to KKt 4.
21. P to KB 4.	P takes P.
22. QB takes P.	QR to Q 5.
23. Q to K 3.	QR to K 5.
24. Q to KB 3.	Q to QKt 3, check.
25. K to KR 2.	QR takes R.
26. R takes R.	Q to QKt 5.
27. R to K 2.	KKt to KKt 3.
28. QB to Q 2.	Q to QKt 4.
29. KB takes Kt.	R takes B.
30. B takes KRP.	R to KR sq.
31. B to KKt 7.	R to KR 2.
32. B to KB 6.	R to KB 2.
33. Q to KR 5.	Kt to KB 5.
34. Q takes R.	

Black resigns.

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Third Board.

MR. BORNEMANN.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. B.)
1. P to K 4.	P to K 4.
2. P to KB 4.	KB to QB 4.
3. KKt to KB 3.	P to Q 3.
4. P to QB 3.	QB to KKt 5.
5. KB to QB 4.	KKt to KB 3.
6. P takes P.	B takes Kt.
7. Q takes B.	QP takes P.
8. P to Q 3.	QKt to QB 3.
9. QB to KKt 5.	P to QR 3.
10. QKt to Q 2.	B to K 2.
11. Castles, QR.	Q to Q 2.
12. Kt to KB sq.	Castles, QR.
13. Kt to K 3.	P to KR 3.
14. QB to KR 4.	P to KKt 4.
15. QB to KKt 3.	QR to KB sq.
16. Kt to Q 5.	KKt to K sq.
17. P to Q 4.	P takes QP.
18. P takes P.	KKt to Q 3.
19. KB to QKt 3.	B to Q sq.
20. KR to KB sq.	KKt to QKt 4.
21. Q to K 3.	P to KB 4.
22. P takes P.	QR takes P.
23. Kt to QKt 6, check.	P takes Kt.
24. KB to K 6.	QR to Q 4.
25. KR to KB 7.	QKt to K 2.
26. K to QKt sq.	KR to K sq.
27. QR to QB sq., check.	KKt to QB 2.
28. KB takes Q, check.	QR takes B.

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WHITE. (Mr. M.)	BLACK. (Mr. B.)
29. P to Q 5. (*a*)	QKt to QB 3.
30. P takes Kt.	KR takes Q.
31. P takes QR, check.	

Black resigns.

Note to Third Board.

(*a*) Perfectly sound, as the taking of the Pawn would cost Black a piece.

Fourth Board.

MR. GUIBERT.

IRREGULAR OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. G.)
1. P to K 4.	P to Q 4.
2. P takes P.	Q takes P.
3. QKt to QB 3.	Q to Q sq.
4. P to Q 4.	P to K 3.
5. KKt to KB 3.	KB to Q 3.
6. KB to Q 3.	KKt to K 2.
7. Castles.	P to KR 3.
8. QB to K 3.	P to QB 3.
9. KKt to K 5.	QKt to Q 2.
10. P to KB 4.	QKt to KB 3.
11. QKt to K 4.	KKt to KB 4.
12. QB to KB 2.	KB to QB 2.
13. P to QB 3.	QKt to Q 4.
14. Q to KB 3.	Q to K 2.
15. QR to K sq.	KB takes Kt.
16. QP takes B.	P to KR 4.
17. QB to QB 5.	Q to Q sq.
18. Kt to Q 6, check.	Kt takes Kt.

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WHITE. (Mr. M.)	BLACK. (Mr. G.)
19. QB takes Kt.	P to KKt 3.
20. Q to KKt 3. (*a*)	Kt to K 2.
21. QR to Q sq.	B to Q 2.
22. QR to Q 2.	P to KR 5.
23. Q to KKt 4.	Kt to KB 4.
24. KB takes Kt.	KP takes Kt.
25. Q to KB 3.	Q to QKt 3, check.
26. K to R sq.	Castles, QR.
27. P to QB 4.	P to KR 6.
28. P to KKt 3.	B to K 3.
29. Q to QB 3.	QR to Q 2.
30. KR to Q sq.	P to QB 4.
31. K to KKt sq.	KR to Q sq.
32. Q to QR 3.	P to QR 3.
33. B takes QBP.	Q to QB 3.
34. B to Q 6.	P to KB 3.
35. QR to Q 5.	B takes R.
36. R takes B.	R takes B.
37. P takes R.	K to Kt sq.
38. Q to Q 3.	R takes P.
39. Q to Q 2.	R takes R.
40. P takes R.	Q to QB 4, check.
41. K to B sq.	Q to QB 5, check.
42. K to B 2.	Q to QB 4, check.

Drawn game.

Note to Fourth Board.

(*a*) Mr. Morphy has certainly by far the better game at this period. His opponent plays admirably, however, throughout, and becomes one of the fortunate *two* who, among the eight allies, come off unscathed.

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Fifth Board.

MR. LEQUESNE.

THE FIANCHETTO.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P to K 4.	P to QKt 3.
2. P to Q 4.	QB to QKt 2.
3. KB to Q 3.	P to K 3.
4. KKt to KR 3.	KKt to K 2.
5. Castles.	P to Q 4.
6. P to K 5.	KKt to QB 3.
7. P to QB 3.	KB to K 2.
8. P to KB 4.	P to KKt 3.
9. P to KKt 4.	P to KR 4.
10. P takes P.	KR takes P.
11. Q to KKt 4.	KR to KR 5.
12. Q to KKt 3.	K to Q 2.
13. QKt to Q 2.	Q to KR sq.
14. KKt to KKt 5.	KKt to Q sq.
15. QKt to KB 3.	KB takes KKt.
16. BP takes B.	KR to KR 6.
17. Q to KKt 2.	QKt to QB 3.
18. QB to Q 2.	QKt to K 2.
19. QR to QB sq.	QR to QB sq.
20. P to QKt 4.	P to QR 3.
21. P to QR 4.	Q to KR 4.
22. Kt to K sq.	KKt to KB 4.
23. KR to KB 3.	KR to KR 5.
24. KR to KB 4.	KR takes R.
25. QB takes R.	P to QB 4.
26. QKtP takes P.	P takes P.
27. R to QKt sq.	P to QB 5.
28. KB takes Kt.	KKtP takes B.

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WHITE. (Mr. M.)	BLACK. (Mr. L.)
29. Kt to QB 2.	B to QB 3.
30. P to QR 5.	Q to KR 5.
31. Q to KKt 3.	Q to KR 4.
32. Q to KKt 2.	Q to KR 5.

Drawn game. (*a*)

Note to Fifth Board.

(*a*) Neither party choosing to vary his play from a repetition of his former move, the *draw* is of course agreed upon.

Sixth Board.

MR. POTIER.

PETROFF'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. P.)
1. P to K 4.	P to K 4.
2. KKt to KB 3.	KKt to KB 3.
3. KB to QB 4.	Kt takes KP.
4. QKt to QB 3.	KKt to KB 3.
5. Kt takes KP.	P to Q 4.
6. KB to QKt 3.	KB to K 2.
7. P to Q 4.	P to QB 3.
8. Castles.	QKt to Q 2.
9. P to KB 4.	QKt to QKt 3.
10. Q to KB 3.	P to KR 4.
11. P to KB 5.	Q to QB 2.
12. QB to KB 4.	KB to Q 3.
13. QR to K sq.	K to B sq.
14. Q to KKt 3.	P to QR 5.
15. KKt to Kt 6, check.	K to Kt sq.
16. QB takes B.	P takes Q.
17. QB takes Q.	P takes Kt.

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WHITE. (Mr. M.)	BLACK. (Mr. P.)
18. KBP takes P.	P takes KRP, check.
19. K to R sq.	B to KKt 5.
20. QR to K 7.	QKt to Q 2.
21. QB to K 5.	K to B sq.
22. QR to KB 7, check.	K to Kt sq.
23. Kt takes QP.	P takes Kt.
24. KB takes P.	QKt to QKt 3.
25. KB to QKt 3. (*a*)	

Black resigns.

Note to Sixth Board.

(*a*) Further opposition would be, of course, useless. The conclusion of this game presents points of rare beauty.

Seventh Board.

MR. PRETI.

SICILIAN DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. P.)
1. P to K 4.	P to QB 4.
2. P to Q 4.	P takes P.
3. KKt to KB 3.	P to K 4.
4. KB to QB 4.	KB to Kt 5, check.
5. P to QB 3.	P takes P.
6. P takes P.	KB to QB 4.
7. KKt takes KP.	Q to KB 3.
8. KB takes BP, check.	K to B sq.
9. KKt to Q 3.	KB to QKt 3.
10. KB to QKt 3.	P to Q 3.
11. QB to QR 3.	QKt to QB 3.

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WHITE. (Mr. M.)	BLACK. (Mr. P.)
12. Castles.	KKt to KR 3.
13. P to K 5.	Q to KKt 3.
14. KKt to KB 4.	Q to KKt 5.
15. KKt to K 6, check.	QB takes Kt.
16. Q takes QP, check.	K to KB 2.
17. Q to Q 7, check.	K to KKt 3.
18. KB takes B.	Q to KKt 4.
19. KB to Q 5.	QKt takes KP.
20. KB to K 4, check.	KKt to KB 4.
21. Q to K 6, check.	Q to KB 3.
22. KB takes Kt, check.	K to KR 4.
23. P to KKt 4, check.	Kt takes P.
24. KB takes Kt, check.	

And Black resigns.

Eighth Board.

MR. SEGUIN.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. S.)
1. P to K 4.	P to K 4.
2. KKt to KB 3.	P to Q 3.
3. P to Q 4.	P takes P.
4. KKt takes P.	KKt to KB 3.
5. QKt to QB 3.	KB to K 2.
6. KB to Q 3.	Castles.
7. P to KB 4.	P to QB 4.
8. KKt to KB 3.	QKt to QB 3.
9. Castles.	QB to KKt 5.
10. QB to K 3.	P to QR 3.
11. P to QR 4.	P to KR 3.

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WHITE. (Mr. M.)	BLACK. (Mr. S.)
12. P to KR 3.	QB takes Kt.
13. Q takes B.	QKt to QKt 5.
14. QR to Q sq.	Q to QB 2.
15. P to QKt 3.	QKt takes B.
16. P takes Kt.	KR to K sq.
17. P to Q 4.	Q to QB 3.
18. P takes QBP.	P takes P.
19. P to K 5.	Q takes Q.
20. KR takes Q.	Kt to KR 2.
21. QR to Q 7.	QR to QKt sq.
22. Kt to Q 5.	B to KB sq.
23. B to KB 2.	KR to Q sq.
24. Kt to QKt 6.	R takes R.
25. Kt takes R.	R to QB sq.
26. R to QB 3.	R to QB 2.
27. Kt takes B.	Kt takes Kt.
28. R takes P.	R takes R.
29. B takes R.	Kt to K 3.
30. B to K 3.	P to KKt 3.
31. P to KKt 4.	Kt to Q sq.
32. K to KB 2.	Kt to QB 3.
33. K to K 2.	P to QKt 4.
34. P takes P.	P takes P.
35. K to Q 3.	K to B sq.
36. B to QB 5, check.	K to K sq.
37. K to K 4.	K to Q 2.
38. K to Q 5.	Kt to Q sq.
39. P to KB 5.	P takes P.
40. P takes P.	P to KR 4.
41. B to QKt 6.	Kt to QKt 2.
42. P to K 6, check.	P takes P.
43. P takes P, check.	K to K 2.

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WHITE. (Mr. M.)	BLACK. (Mr. S.)
44. K to QB 6.	Kt to Q sq, check.
45. B takes Kt, check.	K takes B.
46. K to Q 6.	K to K sq.
47. P to K 7.	

Mr. Seguin resigns. (*a*)

Note to Eighth Board.

(*a*) With this contest terminates one of the most remarkable mental efforts on record. Notwithstanding the fact of presumed exhaustion, after *ten hours* of such unexampled tension of the mind, each move throughout this, the final game, is made with the same precision as might be expected from a fresh player when engaged across the board against a single antagonist.

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MATCH BETWEEN

MR. PAUL MORPHY AND HERR HARRWITZ.

Played at Paris, October, 1858.

Game I.

IRREGULAR OPENING.

BLACK. (Mr. H.)	WHITE. (Mr. M.)
1. P to Q 4.	P to K 3.
2. P to QB 4.	P to Q 4.
3. Kt to QB 3.	Kt to KB 3.
4. B to KB 4. (*a*)	P to QR 3.
5. P to K 3.	P to QB 4.
6. Kt to KB 3.	Kt to QB 3.
7. P to QR 3.	P takes QP.
8. KP takes P.	P takes P.
9. KB takes P.	P to QKt 4.
10. B to Q 3.	B to QKt 2.
11. Castles.	B to K 2.
12. B to K 5.	Castles.
13. Q to K 2.	Kt to Q 4.
14. B to KKt 3.	K to R sq.
15. KR to K sq.	B to KB 3.
16. Q to K 4.	P to KKt 3.

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BLACK. (Mr. H.)	WHITE. (Mr. M.)
17. Kt takes Kt.	Q takes Kt.
18. Q takes Q.	P takes Q.
19. Kt to K 5.	QR to Q sq. (*b*)
20. Kt takes Kt.	B takes Kt.
21. QR to QB sq.	QR to QB sq.
22. B to Q 6	R to KKt sq.
23. B to K 5.	K to Kt 2.
24. P to KB 4.	B to Q 2.
25. K to B 2.	P to KR 3.
26. K to K 3.	R takes R.
27. R takes R.	R to QB sq.
28. R to QB 5.	B takes B.
29. BP takes P.	B to K 3.
30. P to QR 4. (*c*)	P takes P.
31. B takes RP.	R to QKt sq.
32. R to Q Kt 5.	R to Q sq.
33. R to QKt 6.	R to QR sq.
34. K to Q 2.	B to QB sq.
35. B takes B.	R takes B.
36. R to QKt 5.	R to QR sq.
37. R takes QP.	P to QR 6.
38. P takes P.	R takes P.
39. R to QB 5.	K to B sq.
40. K to K 2.	K to K 2.
41. P to Q 5.	K to Q 2.
42. R to QB 6.	P to KR 4.
43. R to KB 6.	K to K 2.
44. P to Q 6, check.	K to K sq.
45. P to K 6.	P takes P.
46. R takes P, check.	K to KB 2.
47. P to Q 7.	R to QR sq.
48. R to Q 6.	K to K 2.

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BLACK. (Mr. H.)	WHITE. (Mr. M.)
49. R takes P.	K takes P.
50. R to KKt 5.	R to KR sq.
51. K to KB 3.	K to K 3.
52. K to KKt 3.	P to KR 5, check.
53. K to Kt 4.	P to KR 6.
54. P to KKt 3.	K to KB 3.
55. R to KR 5.	

And White resigns.

Notes to Game I.

(*a*) To this move Mr. Harrwitz adheres somewhat pertinaciously, although it is not frequently adopted by other first-rate players.

(*b*) Should he take Queen's Pawn, Black would play Kt to Q 7, winning the exchange, if nothing more decisive.

(*c*) Mr. Harrwitz's play throughout this game is admirable. He has gradually acquired a trifling advantage, which he continues to improve until his success becomes assured.

Game II.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	P to Q 3.
3. P to Q 4.	P takes P.
4. Q takes P.	Kt to QB 3.
5. KB to QKt 5.	B to Q 2.
6. B takes Kt.	B takes B.
7. B to KKt 5.	Kt to KB 3.
8. Kt to QB 3.	B to K 2.
9. Castles, with QR.	Castles.
10. KR to K sq.	P to KR 3.
11. B to KR 4.	Kt to K sq.

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WHITE. (Mr. M.)	BLACK. (Mr. H.)
12. B takes B.	Q takes B.
13. P to K 5.	B takes Kt.
14. P takes B.	Q to KKt 4, check.
15. K to Kt sq.	P takes P.
16. R takes P.	Q to KKt 7.
17. Kt to Q 5.	Q takes KRP.
18. KR to K sq.	Q to Q 3.
19. R to KKt sq.	K to R 2.
20. Q to K 3.	P to KB 4.
21. Kt to KB 4.	Q to QKt 3.
22. Q to K 2.	R to KB 2.
23. Q to QB 4.	Q to KB 3.
24. Kt to KR 5.	Q to K 2.
25. QR to K sq.	Q to Q 2.
26. P to QR 3.	Kt to Q 3.
27. Q to Q 4.	R to KKt sq.
28. R to KKt 2.	Kt to K sq.
29. Q to QB 3.	P to KB 5.
30. R to KR sq.	P to KKt 3.
31. QR to KKt sq.	Q to Q 4.
32. Q to K sq.	Q takes Kt.
33. R to KKt 5.	Q takes KBP.
34. Q to K 6.	R to KB 3.
35. Q to K 7, check.	R to KKt 2.
36. Q takes Kt.	P takes R.
37. Q to K sq.	Q to QB 3.

And Black wins.

Game III.

IRREGULAR OPENING.

BLACK. (Mr. H.)	WHITE. (Mr. M.)
1. P to Q 4. (*a*)	P to KB 4.

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BLACK. (Mr. H.)	WHITE. (Mr. M.)
2. P to QB 4.	P to K 3.
3. Kt to QB 3.	Kt to KB 3.
4. QB to KKt 5.	KB to QKt 5.
5. Q to QKt 3.	P to QB 4.
6. P to Q 5.	P to K 4.
7. P to K 3.	Castles.
8. KB to Q 3.	P to Q 3.
9. KKt to K 2.	P to KR 3.
10. B takes Kt.	Q takes B.
11. P to QR 3.	B takes Kt, check.
12. Q takes B.	Q to KKt 3.
13. Castles, KR.	Kt to Q 2.
14. P to Q Kt 4.	P to Q Kt 3.
15. P to KB 3.	P to KR 4.
16. B to QB 2.	B to QKt 2.
17. B to QR 4.	Q to KB 2.
18. B takes Kt.	Q takes B.
19. P takes P. (*b*)	KtP takes P.
20. P to KB 4.	P to K 5.
21. QR to QKt sq.	B to QR 3.
22. KR to QB sq.	Q to QR 5.
23. Kt to KKt 3.	P to KR 5.
24. Kt to KB sq.	QR to QKt sq.
25. Kt to Q 2.	R to QKt 3.
26. R takes R.	P takes R.
27. Q to QKt 3.	Q takes Q.
28. Kt takes Q.	P to QKt 4. (*c*)
29. P takes P.	B takes P.
30. Kt to QR 5.	R to QR sq.
31. Kt to QKt 7.	R to QR 3.
32. R to QB 3.	K to B sq.
33. Kt to Q 8.	B to Q 2.

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BLACK. (Mr. H.)	WHITE. (Mr. M.)
34. R to QKt 3.	K to K 2.
35. R to QKt 8.	P to QB 5.
36. K to B 2.	P to QB 6.
37. K to K 2.	R takes P.
38. Kt to QB 6, check.	B takes Kt.
39. P takes B.	P to QB 7.
40. K to Q 2.	R to QB 6.
41. K to QB sq.	R takes QBP.
42. R to QKt 3.	K to B 3.
43. R to QR 3.	P to KKt 4.
44. P to KKt 3.	RP takes P.
45. RP takes P.	P takes P.
46. Kt P takes P.	K to Kt 3.
47. R to QR 5.	R to QB 4.
48. R to QR 6.	R to QB 6.
49. R takes P, check.	K to R 4.
50. R to Q 2.	K to Kt 5.
51. R to KKt 2, check.	K to B 6.
52. R to KKt 5.	R to QB 4.
53. R to KR 5.	K takes KP.

And Black resigns.

Notes to Game III.

(*a*) Mr. Harrwitz is obviously quite contented with the result of the first two games, and will be observed to repeat the same style of openings for some time. We shall see, presently, how they will answer his purpose in the long run. In cases where the move is with him, he would, doubtless, like to indulge in a Queen's Gambit, should his adversary give him the opportunity.

(*b*) Scarcely a prudent exchange, as being already in the minority every such process must weaken his game.

(*c*) Beautifully played. His QBP will now require the strictest watching.

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Game IV.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. P to K 4.	P to K 4.
2. Kt to KB 3.	P to Q 3.
3. P to Q 4.	P takes P.
4. Q takes P.	Kt to QB 3.
5. KB to QKt 5.	B to Q 2.
6. B takes Kt.	B takes B.
7. B to KKt 5.	P to KB 3.
8. B to KR 4.	Kt to KR 3.
9. Kt to QB 3.	Q to Q 2.
10. Castles, with KR.	B to K 2.
11. QR to Q sq.	Castles, with KR.
12. Q to QB 4, check.	R to KB 2.
13. Kt to Q 4.	KKt to KKt 5.
14. P to KR 3.	Kt to K 4.
15. Q to K 2.	P to KKt 4.
16. B to KKt 3.	R to KKt 2.
17. Kt to KB 5.	R to KKt 3.
18. P to KB 4.	P takes P.
19. R takes P.	K to R sq.
20. R to KR 4.	B to KB sq.
21. B takes Kt.	BP takes B.
22. R to KB sq.	Q to K 3.
23. Kt to QKt 5.	Q to KKt sq.
24. R to KB 2.	P to QR 3.
25. Kt takes BP.	R to QB sq.
26. Kt to Q 5.	B takes Kt.
27. P takes B.	R to QB 2. (*a*)
28. P to QB 4.	B to K 2.
29. R to KR 5.	Q to K sq.
30. P to QB 5.	QR takes P.

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WHITE. (Mr. M.)	BLACK. (Mr. H.)
31. R takes KRP, check.	K takes R.
32. Q to KR 5.	K to Kt sq.
33. Kt takes B, check.	K to Kt 2.
34. Kt to B 5, check.	K to Kt sq.
35. Kt takes QP.	

And White wins.

Note to Game IV.

(*a*) Should he take P with Q, White would retake with Rook, checking, and have a won game.

Game V.

IRREGULAR OPENING.

BLACK. (Mr. H.)	WHITE. (Mr. M.)
1. P to Q 4.	P to KB 4.
2. P to QB 4.	P to K 3.
3. Kt to QB 3.	Kt to KB 3.
4. QB to KKt 5.	KB to K 2.
5. P to K 3.	Castles.
6. KB to Q 3.	P to QKt 3.
7. KKt to K 2.	QB to QKt 2.
8. Castles.	Kt to KR 4.
9. B takes B.	Q takes B.
10. Kt to KKt 3.	Kt takes Kt.
11. RP takes Kt.	P to Q 3.
12. P to KB 4. (*a*)	Kt to QB 3.
13. P to KKt 4.	Kt to QKt 5.
14. P takes P.	P takes P.
15. Q to K 2.	QR to K sq.
16. QR to K sq.	Q to KR 5.
17. KB to QKt sq.	QR to K 3.
18. Q to KB 2.	Q to KR 4.

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BLACK. (Mr. H.)	WHITE. (Mr. M.)
19. P to Q 5.	R to KR 3.
20. Q to KB 3.	Q to KR 5.
21. P to QR 3.	Kt to QR 3.
22. P to QKt 4.	Kt to QKt sq.
23. Kt to K 2.	Kt to Q 2.
24. Kt to KKt 3.	P to KKt 3.
25. K to B 2.	Kt to KB 3.
26. R to KR sq.	Kt to KKt 5, check.
27. K to Kt sq.	Q to KB 3.
28. R takes R.	Kt takes R.
29. Q to Q sq.	Kt to KKt 5. (*b*)
30. Q to Q 2.	Q to KR 5.
31. Kt to KB sq.	R to K sq.
32. P to KKt 3.	Q to KR 6.
33. P to QKt 5.	Kt to KB 3.
34. Q to KKt 2.	Q takes Q, check.
35. K takes Q.	P to QR 3.
36. P to QR 4.	P takes P.
37. RP takes P.	R to QR sq.
38. Kt to Q 2.	R to QR 6.
39. P to K 4.	P takes P.
40. Kt takes P.	Kt takes Kt.
41. B takes Kt.	R to QB 6.
42. B to KB 3.	K to B 2.
43. R to K 4.	B to QB sq.
44. B to K 2.	B to KB 4.
45. R to Q 4.	P to KR 4.
46. K to B 2.	K to B 3.
47. R to Q 2.	B to QB 7.
48. K to K sq.	B to K 5.
49. K to B 2.	K to B 4.
50. R to QR 2.	P to KR 5.

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BLACK. (Mr. H.)	WHITE. (Mr. M.)
51. P takes P.	K takes P.
52. R to QR 7.	R to KR 6.
53. R takes P.	R to R 7, check.
54. K to K sq.	K to K 6.

And Black resigns.

Notes to Game V.

(*a*) P to K 4 would doubtless be a better move. As at present, his KtP and KP are in much want of aid and comfort.

(*b*) This piece is very strongly posted, and would be hard to dislodge.

Game VI.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. P to K 4.	P to K 4.
2. KKt to KB 3.	P to Q 3.
3. P to Q 4.	P takes P.
4. Q takes P.	Kt to KB 3.
5. P to K 5.	P takes P.
6. Q takes Q, check.	K takes Q.
7. KKt takes P.	QB to K 3.
8. QKt to QB 3.	KB to Q 3.
9. KKt to QB 4.	QB takes Kt.
10. KB takes B.	KR to K sq, check.
11. QB to K 3.	K to K 2.
12. Castles, with QR.	P to QR 3.
13. QB to KKt 5.	QKt to K 2.
14. Kt to K 4.	P to KR 3.
15. QB takes Kt, check.	Kt takes B.
16. Kt takes B.	P takes Kt.
17. KR to K sq, check.	K to KB sq.
18. R takes R, check.	Kt takes R.

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WHITE. (Mr. M.)	BLACK. (Mr. H.)
19. B to Q 5.	R to QKt sq.
20. B to KB 3.	P to KKt 3.
21. P to QB 3.	K to K 2.
22. R to K sq, check.	K to KB sq.
23. K to QB 2.	Kt to QB 2.
24. K to QKt 3.	Kt to K 3.
25. K to QR 4.	P to QKt 3.
26. P to QKt 4.	K to K 2.
27. R to K 3.	K to Q 2.
28. B to Q 5.	P to KR 4.
29. P to KR 4.	R to K sq.
30. K to QKt 3.	R to KKt sq.
31. R to KB 3.	K to K 2.
32. P to QR 4.	P to QR 4.
33. B takes Kt.	K takes B.
34. K to QB 4.	P to KKt 4.
35. K to QKt 5.	P takes QKtP.
36. QBP takes P.	P takes KRP.
37. K takes P.	R to QKt sq, check.
38. K to QR 5.	K to Q 4.
39. R to Q 3, check.	K to QB 5.
40. R takes QP.	R takes QKtP.
41. R to Q 4, check.	K takes R.
42. K takes R.	P to KB 4.
43. P to KB 4.	K to K 6.
44. P to QR 5.	K to KB 7.
45. P to QR 6.	K takes KtP.
46. P to QR 7.	P to KR 6.
47. P "Queens," check.	K to KKt 8.
48. Q to KB 3.	

And Black resigns.

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Game VII.

IRREGULAR OPENING.

BLACK. (Mr. H.)	WHITE. (Mr. M.)
1. P to Q 4.	P to KB 4.
2. P to QB 4.	P to K 3.
3. Kt to QB 3.	Kt to KB 3.
4. B to KKt 5.	B to K 2.
5. P to K 3.	Castles.
6. B to Q 3.	P to QKt 3.
7. KKt to K 2.	B to QKt 2.
8. B takes Kt.	B takes B.
9. Castles.	Q to K 2.
10. Q to Q 2.	P to Q 3.
11. P to KB 4.	P to QB 4.
12. P to Q 5.	Kt to QR 3.
13. P takes P.	Q takes P.
14. QR to K sq.	B to KR 5.
15. Kt to KKt 3.	Q to KKt 3.
16. Kt to Q 5.	QB takes Kt.
17. P takes B.	B takes Kt.
18. P takes B.	Kt to QB 2.
19. K to B 2.	QR to K sq.
20. R to KR sq.	R to K 2.
21. R to KR 4.	Q to KB 2.
22. B to K 2.	Kt to K sq.
23. Q to Q 3.	Kt to KB 3.
24. B to B 3.	P to KKt 3.
25. R to K 2.	KR to K sq.
26. P to QKt 3.	Q to KKt 2.
27. R to KR sq.	P to KR 3.
28. K to Kt sq.	P to KKt 4.
29. P takes P.	P takes P.

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BLACK. (Mr. H.)	WHITE. (Mr. M.)
30. B to KR 5.	Kt to K 5.
31. R to K sq.	R to KB sq.
32. B to B 3.	Kt takes P.
33. R to KR 3.	Q to K 4. (*a*)
34. R to KR 6.	P to KKt 5.
35. B to Q sq.	K to Kt 2.
36. R to KR 4.	R to KR sq.
37. R takes R.	K takes R.
38. B to QB 2.	R to KR 2.
39. Q to Q 2.	Q to QKt 7.
40. R to Q sq.	R to KR 8, check.
41. K to B 2.	R to KB 8, check. (*b*)
42. K takes Kt.	Q to K 4, check.
43. K to R 4.	Q to KB 3, check.
44. K to Kt 3.	Q to K 4, check.

Drawn by perpetual check.

Notes to Game VII.

(*a*) White has now a clear Pawn ahead, irrespective of position, and considering in whose hands such advantage is placed, there is but little hope for his opponent.

(*b*) Positively an oversight by Paul Morphy! Indeed a rarity. Rook takes Rook would have won easily. He is now reduced to the extremity of a perpetual check in order to avoid worse consequences.

Game VIII.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. KP 2.	KP 2.
2. KKt to B 3.	QP 1.

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WHITE. (Mr. M.)	BLACK. (Mr. H.)
3. QP 2.	QB to Kt 5. (*a*)
4. P takes P.	B takes Kt.
5. Q takes B.	P takes P.
6. KB to QB 4.	Kt to KB 3.
7. Q to QKt 3.	KB to Q 3.
8. B takes KBP, check.	K to KB sq.
9. QB to Kt 5.	QKt to Q 2.
10. KB to R 5.	KKtP 1.
11. B to KR 6, check.	K to K 2.
12. B to KB 3.	QKt to QB 4.
13. Q to QB 4.	QKtP 2.
14. Q to K 2. (*b*)	QKt to K 3.
15. QB to K 3.	QRP 1.
16. QKt to Q 2.	K to KB 2.
17. Castles, QR.	Q to K 2.
18. KKtP 1.	KR to QKt sq.
19. B to KKt 2.	QRP 1.
20. KR to KB sq.	QRP on.
21. KBP 2.	QRP 1.
22. QKtP 1.	K to KKt 2.
23. P to KB 5.	Kt to KB sq.
24. KKtP 1.	Q to K sq.
25. B to KB 3.	Q to QB 3.
26. Kt to QKt sq.	QKtP 1.
27. Q to KB 2.	QKt to Q 2.
28. KKt P 1.	KKt home.
29. P to KB 6, check.	K to KR sq.
30. P to KB 7.	Kt to QB 4.
31. P takes Kt, Q, check.	K takes Q.
32. B takes Kt.	B takes B.
33. Q to K 2.	Q to K 3.
34. Kt to Q 2.	K to KR sq.

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WHITE. (Mr. M.)	BLACK. (Mr. H.)
35. B to KKt 4.	Q to K 2.
36. Kt to KB 3.	KR to Q sq.
37. KRP 2.	R to Q 3.
38. R takes R.	P takes R.
39. Q to QB 4.	R to KB sq.
40. Q to K 6.	B to K 6, check.
41. K to Q sq.	Q to QB 2.
42. Kt to Q 2.	B to KB 5.
43. Kt to QB 4.	Q to QB 4.
44. Q to Q 5.	Q takes Q, check.
45. P takes Q.	R to Q sq.
46. R to KB 3.	K to KKt 2.
47. QBP 1.	R to QKt sq.
48. P takes P.	R takes P.
49. K to QB 2.	K to B sq.
50. K to QB 3.	R to QKt 4.
51. B to K 6.	R to QB 4.
52. QKtP 1.	R to QB 2.
53. P to QKt 5.	K to K 2.
54. P to QKt 6.	R to QKt 2.
55. B to QB 8.	R to QKt sq.
56. P to QKt 7.	K to Q sq.
57. Kt takes QP.	K to K 2.
58. Kt to QKt 5.	KRP 1.
59. P to Q 6, check.	

Black resigns. *

* The conditions of this match included the specification, that the winner of the first seven games should be declared the conqueror. Mr. Harrwitz, however, at this period of its advancement, being in ill health, preferred resigning all chances, whether more or less, which he might have had in its continuance. The score now standing, Morphy 5; Harrwitz 2; Drawn 1.

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Notes to Game VIII.

(*a*) An unusual and apparently very exceptionable opening.

(*b*) Having won the advantage of a Pawn. Notwithstanding which, however, the utmost care will be found necessary to bring the game to a successful issue, as henceforth Harrwitz fights right manfully.

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MATCH BETWEEN

MR. PAUL MORPHY AND PROF. ANDERSSEN,

OF BRESLAU.

Played at Paris, December, 1858.

Game I.

EVANS GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QB 4.	KB to QB 4.
4. P to QKt 4.	B takes P.
5. P to QB 3.	B to QR 4.
6. P to Q 4.	KP takes P.
7. Castles.	KKt to B 3. (*a*)
8. P to K 5.	P to Q 4.
9. KB to QKt 5. (*b*)	KKt to K 5.
10. P takes P.	Castles.
11. B takes Kt.	P takes B.
12. Q to QR 4.	B to QKt 3.
13. Q takes P at B 3.	QB to KKt 5.
14. B to QKt 2.	B takes Kt.
15. P takes B.	Kt to KKt 4.

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WHITE. (Mr. M.)	BLACK. (Mr. A.)
16. QKt to Q 2.	KR to K sq.
17. K to R sq.	Kt to KR 6.
18. P to KB 4.	Q to KR 5.
19. Q takes QP.	Kt takes P, check.
20. K to Kt sq.	Kt to Q 6.
21. B to B 3.	Kt takes KBP.
22. Q to KB 3. (*c*)	Kt to R 6, check.
23. K to R sq.	Kt to KKt 4.
24. Q to KKt 2.	QR to Q sq.
25. R to KKt sq.	P to KR 3.
26. QR to KB sq.	Q to KR 6.
27. Q to QB 6.	Q to Q 2. (*d*)
28. Q to KKt 2.	B takes QP.
29. B takes B.	Q takes B.
30. Kt to KB 3.	Q to Q 4.
31. P to KR 4.	Kt to K 3.
32. Q to KKt 4.	Q to QB 3.
33. R to KKt 2.	R to Q 6.
34. Q to KB 5.	KR to Q sq.
35. Q to KB 6. (*e*)	Q to Q 4.
36. Q to KB 5.	R to Q 8.
37. R takes R.	Q takes R, check.
38. K to R 2.	R to Q 6.
39. R to KB 2.	R to K 6.
40. Kt to Q 2.	R to K 7.
41. Q takes P, check.	K to R sq.
42. Kt to K 4.	R takes R, check.
43. Kt takes R.	Q to Q 4.
44. Kt to KKt 4.	Q takes RP, check.
45. K to Kt 3.	Q to QKt 6, check.
46. K to R 2.	Q to QB 7, check.
47. K to Kt 3.	Q to QB 6, check.

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WHITE. (Mr. M.)	BLACK. (Mr. A.)
48. K to R 2.	Q to QB 3.
49. P to KR 5.	P to QR 4.
50. Kt to KB 6. (*f*)	P takes Kt.
51. Q takes P, check.	K to Kt sq.
52. Q to Kt 6, check.	K to B sq.
53. Q takes RP, check.	K to K sq.
54. Q to Kt 6, check.	K to Q 2.
55. P to KR 6.	Q to Q 4.
56. P to KR 7.	Q takes P, check.
57. K to Kt sq.	Kt to KKt 4.
58. P to R 8 (Queens).	Q takes Q.
59. Q takes Kt.	Q to Q 5, check.
60. K to B sq.	P to QR 5.
61. Q to KB 5, check.	K to QB 3.
62. Q to QB 8.	K to QKt 4.
63. K to K sq.	P to QB 4.
64. Q to QKt 7, check.	K to QB 5.
65. Q to KB 7, check.	K to QB 6.
66. Q to KB 3, check.	Q to Q 6.
67. Q to KB 6, check.	K to QKt 6.
68. Q to QKt 6, check.	K to B 7.
69. Q to QR 7.	Q to QB 6, check.
70. K to K 2.	P to R 6.
71. Q to QR 4, check.	K to Kt 7.
72. Q to Kt 5, check.	Q to Kt 6.

Professor Anderssen wins.

Notes to Game I.

(*a*) We are inclined to think that this method of defence is preferable to that more frequently adopted of P to Q 3; as in the latter case the variations of which the attack admits are almost inexhaustible.

(*b*) To capture Knight with Pawn would not be good play, notwithstanding that he could afterward win adverse KKtP.

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(*c*) Mr. M.'s game at this period appears quite hopeless, and we must look now for some of his best play to prolong it up to the seventy-second move.

(*d*) This move, and that preceding, are made with the view of exchanging Queens, which would, of course, militate to Mr. A.'s advantage.

(*e*) A cunningly devised move, as it threatens to win Queen or give checkmate (R takes P, check, etc.)

(*f*) Taking all chances for something to "turn up" in the way of perpetual check, to prevent which consummation, by the way, all of Mr. A.'s care and skill will be found needful.

Game II.

RUY LOPEZ KNIGHT'S GAME.

BLACK. (Mr. A.)	WHITE. (Mr. M.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QKt 5.	P to QR 3.
4. B to QR 4.	KKt to B 3.
5. P to Q 3.	KB to QB 4.
6. P to QB 3.	P to QKt 4.
7. KB to QB 2.	P to Q 4.
8. P takes P.	Kt takes P.
9. P to KR 3.	Castles.
10. Castles.	P to KR 3.
11. P to Q 4.	P takes P.
12. P takes P.	QB to QKt 3.
13. QKt to QB 3.	KKt to QKt 5.
14. KB to QKt sq.	QB to K 3.
15. P to QR 3.	KKt to Q 4.
16. QKt to K 2.	KKt to KB 3.
17. QB to K 3.	KR to K sq.
18. QKt to KKt 3.	QB to QB 5.
19. QKt to KB 5.	QB takes R.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
20. Q takes B.	QKt to K 2.
21. KKt to R 4.	Kt takes Kt.
22. Kt takes Kt.	Q to Q 2.
23. QB takes RP.	P takes B.
24. Q to QB sq.	B takes QP.
25. Q takes KRP.	R to K 8, check.
26. K to R 2.	Kt to K 5.
27. B takes Kt.	R takes B.
28. Q to Kt 5, check.	K to B sq.
29. Q to R 6, check.	K to K sq.
30. Kt takes B.	Q to Q 3, check.
31. Q takes Q.	P takes Q.
32. R to Q sq.	K to KB sq.
33. R to Q 2.	QR to K sq.
34. P to KKt 4.	QR to K 4.
35. P to KB 3.	KR to K 8.
36. P to KR 4.	QR to Q 4.
37. K to Kt 3.	P to QR 4.
38. P to KR 5.	K to Kt sq.
39. K to B 2.	R to K sq.
40. K to Kt 3.	K to R 2.
41. K to B 4.	R to K 2.
42. K to Kt 3.	P to KB 3.
43. K to B 4.	R to K sq.
44. K to Kt 3.	R to K 2. (*a*)

And the game was drawn.

Note to Game II.

(*a*) The difference of the exchange, in this case, will not outweigh the superior strength of Mr. A.'s Pawns. This game throughout is a glorious specimen of chess play.

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Game III.

RUY LOPEZ KNIGHT'S GAME.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QKt 5.	KKt to B 3.
4. P to Q 4.	QKt takes P.
5. Kt takes Kt.	P takes Kt.
6. P to K 5.	P to QB 3.
7. Castles.	P takes B.
8. QB to KKt 5. (*a*)	KB to K 2.
9. P takes Kt.	B takes P.
10. R to K sq, check.	K to B sq.
11. B takes B.	Q takes B.
12. P to QB 3.	P to Q 4.
13. P takes P.	B to K 3.
14. QKt to B 3.	P to QR 4.
15. R to K 5.	R to Q sq.
16. Q to QKt 3.	Q to K 2.
17. QR to K sq.	P to KKt 4.
18. Q to Q sq.	Q to KB 3.
19. QR to K 3.	KR to Kt sq.
20. R takes B.	P takes R.
21. R to KB 3.	

And Professor Anderssen resigns.

Note to Game III.

(*a*) Mr. Morphy's play is of course admirable, but the Professor's such as would make it appear that he had lost all self-confidence.

Game IV.

RUY LOPEZ KNIGHT'S GAME.

BLACK. (Mr. A.)	WHITE. (Mr. M.)
1. P to K 4.	P to K 4.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
2. Kt to KB 3.	Kt to QB 3.
3. B to QKt 5.	P to QR 3.
4. B to QR 4.	Kt to KB 3.
5. P to Q 3.	B to QB 4.
6. P to QB 3.	P to QKt 4.
7. B to QB 2.	P to Q 4.
8. P takes P.	Kt takes P.
9. P to KR 3.	Castles.
10. Castles.	P to KR 3.
11. P to Q 4.	P takes P.
12. P takes P.	B to QKt 3.
13. Kt to QB 3.	KKt to QKt 5.
14. B to QKt sq.	B to K 3.
15. P to QR 3.	Kt to Q 4.
16. B to K 3. (*a*)	KKt to B 3.
17. Q to Q 2.	KR to K sq.
18. KR to Q sq.	QB to Q 4.
19. Kt to K 5.	Q to Q 3.
20. Q to QB 2. (*b*)	Kt takes P.
21. B takes Kt.	B takes B.
22. QKt takes B.	Q takes KKt.
23. Kt takes Kt, check.	Q takes Kt.
24. Q to KR 7, check.	K to B sq.
25. B to K 4.	QR to Q sq.
26. K to R sq.	B takes QKtP.
27. QR to QKt sq.	R takes R, check.
28. R takes R.	Q takes KBP.
29. Q to KR 8, check.	K to K 2.
30. Q to KR 7.	B to K 4.
31. B to KB 3.	Q to KKt 6.
32. K to Kt sq.	Q to KKt 3.
33. Q takes Q.	BP takes Q.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
34. B to QKt 7.	R to QKt sq.
35. B takes P.	P to QB 3.
36. K to B 2.	B to Q 3.
37. R to Q 3.	K to Q 2.
38. K to K 2.	R to QR sq.
39. B to QKt 7.	R takes P.
40. B to B 8, check.	K to QB 2.
41. R to Q sq.	R to QR 7, check.
42. K to B 3.	B to QB 4.
43. B to K 6.	R to KB 7, check.
44. K to Kt 3.	R to KB 3.
45. R to Q 7, check.	K to Kt sq.
46. B to KKt 4.	B to Q 3, check.
47. K to R 4.	P to QB 4.
48. B to KB 3.	P to QB 5.
49. R takes P.	R to KB 5, check.
50. B to KKt 4.	P to B 6.
51. P to KKt 3.	R takes B, check.

And Mr. Morphy wins.

Notes to Game IV.

(*a*) In Game II., Black here played, 16. QKt to K 2, also a good move.

(*b*) Thereby losing a very useful Pawn.

Game V.

CENTRE COUNTER-GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P to K 4.	P to Q 4.
2. P takes P.	KKt to B 3.
3. P to Q 4.	Kt takes P.
4. P to QB 4.	Kt to KB 3.
5. QKt to B 3.	QB to KB 4.

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WHITE. (Mr. M.)	BLACK. (Mr. A.)
6. KKt to B 3.	P to K 3.
7. QB to K 3.	KB to QKt 5.
8. Q to QKt 3.	B takes Kt, check.
9. P takes B.	B to K 5.
10. Kt to Q 2.	B to QB 3.
11. KB to Q 3.	QKt to Q 2.
12. Q to QB 2.	P to KR 3.
13. Castles, KR.	Castles.
14. QR to K sq.	P to QKt 3.
15. P to KR 3.	Q to QB sq.
16. K to R 2.	K to R sq.
17. R to KKt sq.	R to KKt sq.
18. P to KKt 4.	P to KKt 4.
19. P to KB 4.	Q to KB sq.
20. KR to KKt 3.	QR to Q sq.
21. Kt to KB 3.	B takes Kt.
22. R takes B.	Q to Q 3.
23. K to KKt 2.	KKt to R 4.
24. P takes P.	P takes P.
25. P takes Kt. (*a*)	P to Kt 5.
26. P takes P.	R takes P, check.
27. K to KB sq.	P to KB 4.
28. Q to KB 2.	Kt to K 4.
29. P takes Kt.	Q takes B, check.
30. Q to K 2.	Q to K 5.
31. B to KB 2.	Q to QB 3.
32. QR to Q sq.	R takes R, check.
33. Q takes R.	Q takes P, check.
34. Q to Q 3.	Q takes QRP.
35. R to KKt 3.	Q to QB 5.
36. Q takes Q.	R takes Q.
37. R to KKt 6.	R to QB 3.

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WHITE. (Mr. M.)	BLACK. (Mr. A.)
38. P to QB 4.	P to QR 4.
39. K to K 2.	R takes P.
40. R takes P.	R to QB 7, check.
41. K to B 3.	P to QR 5.
42. R to KKt 6.	R to QB 5.
43. R to KKt sq.	P to QR 6.
44. P to K 6.	P to QR 7.
45. R to QR sq.	R to K 5.
46. R takes P.	R takes P.
47. K to KB 4.	R to Q 3.
48. K takes P.	R to Q 4, check.
49. K to Kt 4.	P to QKt 4.
50. R to R 8, check.	K to R 2.
51. R to R 7.	R to Q 2.
52. B to KKt 3.	R to KKt 2, check.
53. K to R 4.	

And Mr. Morphy wins.

Note to Game V.

(*a*) Black's Knight is, of course, *mortgaged*, and on "foreclosure" the game must go with it.

Game VI.

IRREGULAR OPENING.

BLACK. (Mr. A.)	WHITE. (Mr. M.)
1. P to QR 3. (*a*)	P to K 4.
2. P to QB 4.	KKt to B 3.
3. QKt to B 3.	P to Q 4.
4. P takes P.	Kt takes P.
5. P to K 3.	QB to K 3.
6. KKt to B 3.	KB to Q 3.
7. KB to K 2.	Castles.
8. P to Q 4.	Kt takes Kt.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
9. P takes Kt.	P to K 5.
10. Kt to Q 2.	P to KB 4.
11. P to KB 4.	P to KKt 4.
12. KB to QB 4.	B takes B.
13. Kt takes B.	P takes P.
14. P takes P.	Q to K sq.
15. Castles.	Q to QB 3.
16. Q to QKt 3.	Q to Q 4.
17. QR to Kt sq.	P to QKt 3.
18. Q to QR 2.	P to QB 3.
19. Q to K 2.	Kt to Q 2.
20. Kt to K 3.	Q to K 3.
21. P to QB 4.	Kt to KB 3.
22. QR to Kt 3.	K to B 2.
23. B to QKt 2.	QR to QB sq.
24. K to R sq.	KR to Kt sq.
25. P to Q 5.	P takes P.
26. P takes P.	Q to Q 2.
27. Kt to QB 4.	K to K 2.
28. B takes Kt, check.	K takes B.
29. Q to QKt 2, check.	K to KB 2.
30. R to KR 3.	KR to Kt 2.
31. Q to Q 4.	K to Kt sq.
32. QR to R 6.	B to KB sq.
33. P to Q 6.	R to KB 2.
34. QR to KR 3.	Q to QR 5.
35. KR to QB sq.	QR to QB 4.
36. R to Kt 3, check.	B to KKt 2.
37. P to KR 3.	K to R sq.
38. R takes B.	R takes R.
39. R to QB 3.	P to K 6.
40. R takes P.	R takes Kt.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
41. Q to KB 6.	R to QB 8, check.
42. K to R 2.	Q takes KBP, check.

And Mr. Morphy wins.

Note to Game VI.

(*a*) Indeed an *irregular* style of opening, and probably adopted with the hope of throwing Mr. Morphy "off the track." But Mr. M. wants no *track*. He could explore a wilderness without chart or compass.

Game VII.

CENTRE COUNTER-GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P to K 4.	P to Q 4.
2. P takes P.	Q takes P.
3. QKt to B 3.	Q to QR 4.
4. P to Q 4.	P to K 4.
5. P takes P.	Q takes P, check.
6. KB to K 2.	KB to QKt 5.
7. KKt to B 3.	B takes Kt, check.
8. P takes B.	Q takes P, check.
9. QB to Q 2.	Q to QB 4.
10. QR to Kt sq.	QKt to B 3.
11. Castles.	KKt to B 3.
12. QB to KB 4.	Castles.
13. QB takes BP.	QKt to Q 5.
14. Q takes Kt.	Q takes B.
15. B to Q 3.	B to KKt 5.
16. Kt to KKt 5.	KR to Q sq.
17. Q to QKt 4.	B to QB sq.
18. KR to K sq.	P to QR 4.
19. Q to K 7.	Q takes Q.
20. R takes Q.	Kt to Q 4.

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WHITE. (Mr. M.)	BLACK. (Mr. A.)
21. B takes RP, check.	K to R sq.
22. R takes KBP.	Kt to QB 6.
23. QR to K sq.	Kt takes QRP.
24. KR to KB 4.	QR to QR 3.
25. B to Q 3.	

And Professor Anderssen resigns.

Game VIII.

IRREGULAR OPENING.

BLACK. (Mr. A.)	WHITE. (Mr. M.)
1. P to QR 3.	P to K 4.
2. P to QB 4.	Kt to KB 3.
3. Kt to QB 3.	P to Q 4.
4. P takes P.	KKt takes P.
5. P to K 3.	QB to K 3.
6. Kt to KB 3.	KB to Q 3.
7. B to K 2.	Castles.
8. P to Q 4.	Kt takes Kt.
9. P takes Kt.	P to K 5.
10. Kt to Q 2.	P to KB 4.
11. P to KB 4.	Q to KR 5, check. (*a*)
12. P to KKt 3.	Q to KR 6.
13. B to KB sq.	Q to KR 3.
14. P to QB 4.	P to QB 3.
15. P to QB 5.	B to QB 2.
16. B to QB 4.	Kt to Q 2.
17. Castles.	P to QKt 4.
18. P takes P (*en passant*).	RP takes P.
19. Q to QKt 3.	KR to K sq.
20. B to QKt 2.	P to QKt 4.
21. B takes B, check.	Q takes B.
22. Q to QB 2.	Q to Q 4.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
23. KR to QB sq.	R to QR 3.
24. P to QR 4.	KR to QR sq.
25. P takes P.	Q takes KtP.
26. Q to QB 4, check.	Q takes Q.
27. Kt takes Q.	R takes R.
28. B takes R.	Kt to KB 3.
29. B to QB 3.	R to QR 7.
30. B to Q 2.	Kt to Q 4.
31. K to B sq.	B to Q sq.
32. K to K sq.	B to K 2.
33. R to QKt sq.	P to KR 3.
34. Kt to K 5.	P to QB 4.
35. P takes P.	KB takes P.
36. R to QKt 5.	Kt takes KP.
37. R takes B.	Kt to Kt 7, check.
38. K to K 2.	P to K 6.
39. Kt to KB 3.	P to KKt 3.
40. R to Q 5.	K to B 2.
41. R to Q 6.	K to Kt 2.
42. P to KR 4.	P takes B.
43. R takes QP.	R to QR 5.
44. K to B 2.	Kt takes KBP.
45. P takes Kt.	R takes P.
46. R to Q 4.	R takes R.
47. Kt takes R.	K to B 3.
48. K to K 3.	P to KKt 4.
49. P to R 5.	K to K 4.
50. Kt to KB 3, check.	K to B 3.

And the game was ultimately drawn. (*b*)

Notes to Game VIII.

(*a*) In Game VI., at this juncture, Mr. M. played P to KKt 4, and perhaps with better effect; but he can well afford the indulgence of that taste for variety which he so frequently exhibits

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(b) Throughout the entire conduct of this game, Mr. Anderssen evinces the temporary recovery of the indomitable pluck shown in the two first encounters with his mighty antagonist.

Game IX.

SICILIAN DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P to K 4.	P to QB 4.
2. P to Q 4.	P takes P.
3. Kt to KB 3.	Kt to QB 3.
4. Kt takes P.	P to K 3.
5. Kt to QKt 5.	P to Q 3.
6. B to KB 4.	P to K 4.
7. QB to K 3.	P to KB 4.
8. QKt to B 3.	P to KB 5.
9. Kt to Q 5.	P takes B.
10. KKt to B 7, check.	K to B 2.
11. Q to KB 3, check.	Kt to KB 3.
12. B to QB 4.	Kt to Q 5.
13. Kt takes Kt, dis. check.	P to Q 4.
14. B takes QP, check.	K to Kt 3.
15. Q to KR 5, check.	K takes Kt.
16. P takes P.	Kt takes BP, check.
17. K to K 2.	

Professor Anderssen resigns.

Game X.

IRREGULAR OPENING.

BLACK. (Mr. A.)	WHITE. (Mr. M.)
1. P to QR 3.	P to K 4.
2. P to QB 4.	Kt to KB 3.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
3. Kt to QB 3.	P to Q 4.
4. P takes P.	Kt takes P.
5. P to K 3.	QB to K 3.
6. Kt to KB 3.	KB to Q 3.
7. B to K 2.	Castles.
8. Castles.	Kt takes Kt.
9. P takes Kt.	P to KB 4.
10. P to Q 4.	P to K 5.
11. Kt to Q 2.	R to KB 3.
12. P to KB 4.	R to KR 3.
13. P to KKt 3.	Kt to Q 2.
14. Kt to QB 4.	B takes Kt.
15. B takes B, check.	K to R sq.
16. R to QR 2.	Q to K 2.
17. P to QR 4.	Kt to KB 3.
18. Q to QKt 3.	P to QB 3.
19. KB to K 6.	R to K sq.
20. B to QB 4. (*a*)	Kt to KKt 5.
21. R to KKt 2.	R to QKt sq.
22. KB to K 2.	Kt to KB 3.
23. P to QB 4.	P to QKt 3.
24. B to QKt 2.	Q to KB 2.
25. Q to QB 2.	B to K 2.
26. B to QB 3.	R to KKt sq.
27. P to QR 5.	B to Q 3.
28. P takes P.	P takes P.
29. R to QR sq.	P to KKt 4.
30. P takes P.	QR takes P.
31. R to QR 8, check.	R to KKt sq.
32. Q to QR 4.	R takes R.
33. Q takes R, check.	Q to K sq. (*b*)
34. Q takes Q, check.	Kt takes Q.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
35. P to QB 5.	B to QB 2.
36. B to QB 4.	K to Kt 2.
37. P takes P.	B takes QKt P.
38. R to QKt 2.	B to QB 2.
39. R to QKt 7.	K to B 3.
40. B to QKt 4.	R to KKt 3.
41. B to KB 8.	P to KR 4.
42. K to B 2.	P to KR 5.
43. P takes P.	R to KKt 5.
44. P to KR 5.	R to KR 5.
45. P to KR 6.	R takes P at R 7, ch.
46. K to Kt sq.	R to KR 6.
47. B to KB sq.	R to Kt 6, check.
48. K to B 2.	R to KKt 5.
49. B to QB 4.	R to KR 5.
50. B to KKt 8.	B to Q 3.
51. B takes B.	Kt takes B.
52. R to Q 7.	Kt to K sq.
53. P to KR 7.	K to Kt 4.
54. R to K 7.	Kt to Q 3.
55. R to K 6.	Kt to QB 5.
56. R takes QBP.	Kt to Q 7.
57. K to K 2.	R to KR 7, check.
58. K to Q sq.	Kt to KB 6.
59. R to QB 7.	K to Kt 3.
60. P to Q 5.	P to KB 5.
61. P takes P.	P to K 6.
62. R to K 7.	P to K 7, check.
63. R takes P.	R to R 8, check.
64. K to QB 2.	Kt to Q 5, check.
65. K to Q 2.	Kt takes R.
66. K takes Kt.	K to Kt 2.

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BLACK. (Mr. A.)	WHITE. (Mr. M.)
67. K to K 3.	R to K 8, check.
68. K to Q 4.	R to KB 8.
69. K to K 5.	R to K 8, check
70. K to KB 5.	R to Q 8.
71. B to K 6.	R to Q 5.
72. K to K 5.	R to Q 8.
73. P to KB 5.	R to KR 8.
74. P to B 6, check.	K takes RP.
75. K to Q 6.	R to QR 8.
76. K to K 7.	R to QR 2, check.
77. B to Q 7.	

And Mr. Morphy resigns.

Notes to Game X.

(*a*) Should he take Bishop's Pawn, Black would play P to Kt 3, and win a piece.

(*b*) An unpleasant alternative, but we see no better move. Mr. Morphy's game for some time past has been irretrievable.

Game XI.

FRENCH DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P to K 4.	P to K 3.
2. P to Q 4.	P to KKt 3.
3. B to Q 3.	B to KKt 2.
4. B to K 3.	P to QB 4.
5. P to QB 3.	P takes P.
6. P takes P.	QKt to B 3.
7. KKt to K 2.	KKt to K 2.
8. Castles.	Castles.
9. QKt to B 3.	P to Q 4.
10. P to K 5.	P to KB 3.

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WHITE. (Mr. M.)	BLACK. (Mr. A.)
11. P to KB 4.	P takes P.
12. BP takes P.	P to QR 3.
13. Q to Q 2.	Kt to QKt 5.
14. B to KKt 5.	Kt takes B.
15. Q takes Kt.	QB to Q 2.
16. Q to KR 3.	Q to K sq.
17. Kt to KKt 3.	R to QB sq.
18. R takes R, check.	Q takes R.
19. R to KB sq.	Q to K sq.
20. Q to KR 4.	Kt to KB 4.
21. Kt takes Kt.	KtP takes Kt.
22. R to KB 3.	B to QKt 4.
23. R to KKt 3. (*a*)	R to QB 2.
24. B to KB 6.	P to KB 5.
25. Q takes KBP.	Q to KB sq.
26. Kt takes B.	P takes Kt.
27. Q to KR 6.	K to R sq.
28. R takes B.	R takes R.
29. K to B 2. (*b*)	K to Kt sq.
30. Q takes R, check.	Q takes Q.
31. B takes Q.	K takes B.
32. K to B 3.	P to QKt 5.
33. P to KKt 4.	K to Kt 3.
34. P to KR 4.	P to QKt 4.
35. K to K 3.	

And Professor Anderssen resigns. (*c*)

Notes to Game XI.

(*a*) White has already worked himself into a decidedly superior position.

(*b*) Wherever there may be a chance to steal a move, let P. M. alone as to taking advantage of it.

(*c*) Thus terminating a contest upon which the attention of the entire chess world has been so long centred.

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EIGHT BLINDFOLD GAMES,

Played Simultaneously, by Mr. Paul Morphy, at the Chess Festival, held at Birmingham, England.

First Board.

LORD LYTTLETON.

ALLGAIER GAMBIT.

WHITE. (Mr. M.)	BLACK. (Lord L.)
1. P to K 4.	P to K 4.
2. P to KB 4.	P takes P.
3. KKt to B 3.	P to KKt 4.
4. P to KR 4.	P to KKt 5.
5. Kt to K 5.	P to Q 3. (*a*)
6. Kt takes KtP.	KB to K 2.
7. P to Q 4.	B takes RP, check.
8. KKt to B 2.	B takes Kt, check.
9. K takes B.	KKt to B 3.
10. QKt to B 3.	Q to K 2.
11. QB takes P.	Kt takes P, check. (*b*)
12. Kt takes Kt.	Q takes Kt.
13. KB to Kt 5, check.	K to B sq.
14. QB to KR 6, check.	K to Kt sq.

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WHITE. (Mr. M.)	BLACK. (Lord L.)
15. KR to KR 5	B to KB 4.
16. Q to Q 2.	B to KKt 3.
17. QR to K sq.	

And Black resigned.

Notes to First Board.

(*a*) A very questionable move. KKt to B 3 would certainly be far better play.

(*b*) Lord Lyttleton's play on this occasion is far below his usual force. In this game, as also in several of those ensuing, there is no point of interest apart from the remarkable circumstances under which it was contested.

Second Board.

THE REV. GEORGE SALMON.

EVANS GAMBIT REFUSED.

WHITE. (Mr. M.)	BLACK. (Mr. S.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QB 4.	KB to QB 4.
4. P to QKt 4.	P to Q 4. (*a*)
5. P takes QP.	Kt takes KtP.
6. Castles.	KKt to K 2.
7. Kt takes KP.	Castles.
8. P to Q 4.	KB to Q 3.
9. QKt to QB 3.	QB to KB 4.
10. KB to QKt 3.	P to QR 4.
11. P to QR 3.	P to QR 5.
12. QKt takes RP.	QKt takes QP.
13. P to QB 4.	QR takes Kt.
14. P takes Kt.	QR to QR 4.
15. Q to KB 3.	QB to KKt 3.

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WHITE. (Mr. M.)	BLACK. (Mr. S.)
16. KR to K sq.	KB to QKt 5.
17. KR to K 2.	Kt to KB 4.
18. QB to Kt 2.	Q to QR sq.
19. P to KKt 3.	Q to QR 2.
20. Kt takes B.	RP takes Kt.
21. KR to K 5.	B takes QRP.
22. P to Q 6.	B to QKt 5.
23. KR takes R.	B takes KR.
24. Q to Q 5.	P to QKt 3.

The game was eventually won by Mr. Morphy.

Note to Second Board.

(*a*) This method of evading the Evans Gambit certainly does not militate to Black's advantage. It is likely, however, that Mr. S. adopts an unusual line of play, with the hope of confusing his blindfold antagonist. Let us see how far he will succeed.

Third Board.

MR. AVERY.

SICILIAN DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. A.)
1. P to K 4.	P to QB 4.
2. P to Q 4.	P takes P.
3. KKt to B 3.	QKt to B 3.
4. Kt takes P.	P to K 3.
5. QB to K 3.	KKt to B 3.
6. KB to Q 3.	P to Q 4.
7. Kt takes QKt.	P takes Kt.
8. P to K 5.	Kt to Q 2.
9. P to KB 4.	QB to QR 3.
10. Castles. (*a*)	B takes B.
11. Q takes B.	B to QB 4.

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WHITE. (Mr. M.)	BLACK. (Mr. A.)
12. Kt to Q 2.	B takes B, check.
13. Q takes B.	Q to QKt 3. (*b*).
14. QR to K sq.	Castles, KR.
15. P to QKt 3.	P to KB 3.
16. P takes P.	KR takes P.
17. P to KKt 3.	QR to KB sq.
18. K to Kt 2.	Q takes Q.
19. QR takes Q.	P to KKt 3.
20. KR to K sq.	P to K 4.
21. KR to K 2.	P takes P.
22. QR to K 7.	QR to KB 2.
23. P takes P.	KR takes P.
24. R to K 8, check.	K to Kt 2.
25. QR to QB 8.	KR to KB 3.
26. QR to QB 7.	Kt to KB sq.
27. KR to K 7.	QR takes R.
28. R takes R, check.	R to KB 2.
29. R to K 8.	Kt to Q 2.
30. Kt to KB 3.	R to KB sq.
31. R to K 7, check.	R to B 2.
32. R to K 8.	R to KB sq.
33. R to K 7, check.	R to KB 2.

And the game was abandoned as drawn.

Notes to Third Board.

(*a*) It would not be well to take the Bishop, as Black would instantly recover the piece, with a fine position, by checking with Queen at Rook's fourth, etc.

(*b*) It is likely, from Mr. A.'s persistence in the exchange of pieces whenever opportunity may offer, that he has already set his heart upon obtaining a drawn game.

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Fourth Board.

MR. KIPPING.

SCOTCH GAMBIT.

WHITE. (Mr. M.)	BLACK. (Mr. K.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. P to Q 4.	P takes P.
4. KB to QB 4.	KB to QB 4. (*a*)
5. Castles.	P to Q 3.
6. P to QB 3.	Q to KB 3. (*b*)
7. QB to KKt 5.	Q to KKt 3.
8. P takes P.	QKt takes P.
9. Kt takes Kt.	Q takes B.
10. P to KB 4.	Q to KKt 3.
11. K to R sq.	Kt to KR 3.
12. P to KR 3. (*c*)	QB takes KRP
13. P takes B.	Q takes KP, check.
14. Q to KB 3.	Q takes KKt.
15. KR to K sq, check.	K to Q 2.
16. Kt to QR 3.	B takes Kt.
17. B to QKt 5, check.	P to QB 3.
18. P takes B.	KR to K sq.
19. QR to QB sq.	P to Q 4.
20. Q to QKt 3.	K to QB 2.
21. B to Q 3.	KR to K 6.
22. R takes R.	Q takes R.
23. R to QKt sq.	Q takes RP, check.
24. K to KKt sq.	P to QKt 3.
25. R to K sq.	Q to Kt 6, check.
26. K to B sq.	Q takes P, check.
27. K to Kt 2.	Q to Kt 4, check.
28. K to B sq.	Kt to Kt 5.
29. R to K 2.	Kt to K 6, check.

And White resigned.

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Notes to Fourth Board.

(*a*) This is the old style of defence to the Scotch Gambit. It is rarely now adopted; but notwithstanding the severe attack to which the second player is subjected, it is hard to say that with due care he may not yet hold his own.

(*b*) Also a move frequently made use of a quarter of a century ago; but even then we never admired it, preferring to push Pawn to Queen's sixth square.

(*c*) This move constitutes the sole oversight, or want of at least the ordinary amount of forethought, committed by Mr. Morphy throughout the whole of this series of simultaneously played games, and in consequence of it he suffers his only defeat.

Fifth Board.

Mr. RHODES.

KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)	BLACK. (Mr. R.)
1. P to K 4.	P to K 4.
2. P to KB 4.	KB to QB 4.
3. KKt to B 3.	QKt to B 3.
4. P takes P.	P to Q 4.
5. KP takes P.	Q takes P.
6. QKt to B 3.	Q to Q sq.
7. QKt to K 4.	B to QKt 3.
8. P to QB 3.	QB to KKt 5.
9. P to Q 4.	Q to Q 4. (*a*)
10. Kt to KB 2.	Kt takes KP. (*b*)
11. Q to K 2.	QB takes Kt.
12. P takes B.	Q takes KBP.
13. Q takes Kt, check.	K to B sq.
14. KB to K 2.	Q to QB 3.
15. KR to Kt sq.	P to KB 3.
16. Q to KKt 3.	P to KKt 3.
17. QB to K 3.	QR to K sq.

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WHITE. (Mr. M.)	BLACK. (Mr. R.)
18. K to Q 2.	KKt to K 2.
19. KB to Q 3.	Q to Q 2.
20. Kt to KKt 4.	Kt to Q 4.
21. QR to K sq.	Kt takes B.
22. R takes Kt.	Q to KB 2.
23. Kt takes KBP.	R takes R.
24. Q takes R.	Q takes QRP.
25. Q to K 8, check.	K to Kt 2.

And White gave mate in three moves.

Notes to Fifth Board.

(*a*) While his opponent is thus marching and counter-marching, White gains a move at every step.

(*b*) A very shallow miscalculation, whereby a piece is lost, and, as a natural consequence, the game also. Prior to this oversight, however, Mr. R.'s position was such that, even against equal play, his case would have been almost hopeless.

Sixth Board.

DR. FREEMAN.

KING'S BISHOP'S OPENING.

WHITE. (Mr. M.)	BLACK. (Dr. F.)
1. P to K 4.	P to K 4.
2. KB to QB 4.	KB to QB 4.
3. P to QKt 4.	KB to QKt 3.
4. KKt to B 3.	P to Q 3.
5. P to Q 4.	P takes P.
6. KKt takes P.	KKt to B 3.
7. QKt to B 3.	Castles.
8. Castles.	Kt takes KP. (*a*)
9. Kt takes Kt.	P to Q 4.
10. QB to KKt 5.	Q to K sq.

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WHITE. (Mr. M.)	BLACK. (Dr. F.)
11. KB takes QP.	P to QB 3.
12. KR to K sq.	Q to Q 2.
13. Kt to KB 6, check.	P takes Kt.
14. QB takes P.	Q to Q 3.
15. Kt to K 6. (*b*)	QB takes Kt.
16. Q to KR 5.	KB takes P, check
17. K to R sq.	Q to KB 5.
18. R takes QB.	Kt to Q 2.
19. QB to QKt 2.	B to Q 5.
20. P to KKt 3.	Kt to KB 3.
21. P takes Q.	Kt takes Q.
22. B takes B.	Kt takes BP.
23. R to Kt sq, check.	Kt to KKt 3.
24. QR takes Kt, check.	RP takes R.
25. R takes P, check.	K to KR 2.
26. R to Kt 7, check.	K to R 3.
27. KB to K 4.	P to KB 4.
28. KB to Q 3.	P to QKt 3.
29. R to KKt 3.	KR to KB 2.
30. QB to K 5.	QR to K sq.
31. QB to B 4, check.	K to R 2.
32. R to KKt 5.	R to K 8, check.
33. K to Kt 2.	KR to KKt 2.
34. B takes P, check.	K to R sq.
35. P to KR 4.	R takes R check.
36. QB takes R.	R to K sq.
37. K to B 3.	

And Black resigned.

Notes to Sixth Board.

(*a*) Somewhat thoughtlessly played, being a move which lays the foundation of a series of disasters really painful to contemplate.

(*b*) The beauty of Mr. M.'s play throughout the entire conduct of the

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attack now culminating, is beyond all praise. And when we consider the circumstances under which the game was played, all we can say is, that such efforts and such successes are more inconceivable to us than to the merest tyro among our readers.

Seventh Board.

MR. CARR.

IRREGULAR OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. C.)
1. P to K 4.	P to KR 3. (*a*)
2. P to Q 4.	P to QR 4.
3. KB to Q 3.	P to QKt 3.
4. KKt to K 2.	P to K 3.
5. Castles.	QB to QR 3.
6. P to QB 4.	KKt to B 3.
7. P to K 5.	KKt to R 2.
8. P to KB 4.	KB to K 2.
9. KKt to Kt 3.	P to Q 4.
10. Q to KKt 4.	Castles.
11. KKt to R 5.	P to KKt 4.
12. P takes KKtP.	RP takes P.
13. B takes Kt, check.	K to R sq.
14. Kt to KB 6.	QP takes P.
15. KB to QB 2.	Q takes P, check.
16. Q takes Q.	KB to QB 4.
17. Q takes B.	P takes Q.
18. QB takes KtP.	Kt to QB 3.
19. R to KB 3.	K to Kt 2.
20. B to KR 6, check.	K takes B.
21. R to KR 3, check.	K to Kt 4.
22. R to KR 5, check.	K to KB 5.
23. K to B 2.	

And Black surrendered.

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Note to Seventh Board.

(a) Doubtless with the idea of throwing his adversary off his guard by opening the game in an unusual way. Irrespective, however, of the chimerical idea of obtaining any such advantage of Mr. Morphy by such means, the principle is unphilosophical, as the nearer the several games simultaneously approximate to one another, the more difficult it would be to the blindfold player to keep the separate track of each.

Eighth Board.

MR. WILLS.

SICILIAN DEFENCE.

WHITE. (Mr. M.)	BLACK. (Mr. W.)
1. P to K 4.	P to QB 4.
2. KKt to B 3.	QKt to B 3.
3. P to Q 4.	P takes P.
4. KKt takes P.	P to K 3.
5. QB to K 3.	KKt to B 3.
6. KB to Q 3.	P to K 4.
7. Kt takes QKt.	KtP takes Kt.
8. Castles.	P to Q 3.
9. P to KB 4.	P takes P.
10. QB takes BP.	KB to K 2.
11. QKt to B 3.	QR to Kt sq.
12. P to K 5.	P takes P.
13. QB takes P.	QR to QKt 5.
14. Q to KB 3.	Q to QKt 3, check.
15. K to R sq.	QB to KKt 5.
16. Q to KB 2.	Q takes Q.
17. KR takes Q.	KB to QB 4.
18. KR to B sq.	KB to K 2.
19. P to QR 3.	QR to QKt 2.
20. QKt to K 4.	QB to Q 2.

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WHITE. (Mr. M.)	BLACK. (Mr. W.)
21. Kt takes Kt, check.	P takes Kt.
22. QB takes P.	B takes B.
23. KR takes B.	QR takes KtP.
24. QR to K sq, check.	B to K 3.
25. B to KB 5.	K to K 2.
26. KR to KR 6.	KR to QKt sq.
27. B takes B.	QR to QKt 8.
28. QR to KKt sq.	P takes B.
29. R takes RP, check.	K to Q 3.
30. R takes QRP.	R takes R, check.
31. K takes R.	R to QKt 8, check.
32. K to KB 2.	R to QKt 7.
33. P to KR 4.	R takes BP, check.
34. K to KB 3.	K to K 4.
35. P to KR 5.	K to KB 4.
36. P to KR 6.	R to Q 7.
37. P to KR 7.	

And White wins.

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MISCELLANEOUS GAMES.

No apology is necessary for introducing the following *parties* in the distinguished, we may say august, company of the preceding pages. Many of them are not "match games," but on that very account, perhaps, present points of more *abandon*, and, if possible, of greater brilliancy. We here see Paul Morphy "in his shirt-sleeves," as Walker once pithily said of the great Philidor.

Game I.

Between Messrs. Morphy and Bird.

PHILIDOR'S DEFENCE.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	P to Q 3.
3. P to Q 4.	P to KB 4.
4. QKt to B 3. (1)	BP takes P.
5. QKt takes P.	P to Q 4.
6. Kt to KKt 3.	P to K 5.
7. KKt to K 5.	KKt to B 3.
8. QB to KKt 5.	KB to Q 3.
9. QKt to R 5.	Castles.

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WHITE. (Mr. B.)	BLACK. (Mr. M.)
10. Q to Q 2. (2)	Q to K sq. (*a*)
11. P to KKt 4.	Kt takes KtP.
12. KKt takes Kt. (*b*)	Q takes QKt.
13. Kt to K 5.	Kt to QB 3.
14. KB to K 2.	Q to KR 6.
15. Kt takes Kt.	KtP takes Kt.
16. QB to K 3.	QR to Kt sq. (3)
17. Castles, QR.	KR takes BP. (*c*)
18. QB takes R.	Q to QR 6.
19. P to QB 3. (4)	Q takes RP.
20. P to QKt 4.	Q to R 8, check.
21. K to QB 2.	Q to R 5, check. (*d*)
22. K to QKt 2. (*e*)	KB takes KtP.
23. BP takes B.	QR takes P, check.
24. Q takes QR.	Q takes Q, check.
25. K to B 2. (*f*)	P to K 6. (*g*)
26. QB takes P.	B to KB 4, check.
27. R to Q 3. (5)	Q to QB 5, check.
28. K to Q 2.	Q to QR 7, check.
29. K to Q sq.	Q to Kt 8, check.
30. K to Q 2.	Q takes KR.

And Mr. Morphy wins.

Notes to Game I.

[The notes indicated by letters are by Mr. Boden; those by figures, by Herr Löwenthal.]

(1) P takes KP, is the correct move here, and gives the first player the better game.

(2) Taking Kt, either with B or Kt, would have been playing his adversary's game.

(*a*) Well played! Mr. B. must lose a Pawn after this.

(*b*) He might first have taken KtP with Kt, we think, advantageously.

(3) The key-move of a masterly combination, of which we cannot speak too highly. The brilliancy and accuracy of the succeeding moves deserve the closest attention.

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(*c*) A beautiful combination, and sound, inasmuch as in the sequel he can always at least draw.
(*d*) We see no other mode of averting the threatened danger. Mr. Boden suggests Q to KKt 4, as an effort to draw.
(*d*) All this is beautifully played by Mr. Morphy.
(*e*) K to QB square would have been better.
(*f*) To R 2 were again a preferable square.
(*g*) First-rate play, all this.
(5) Had the B been interposed, 27. Q to her B 5, check, would have won the piece.

Game II.

Between Mr. Paul Morphy and M. Journoud.

SICILIAN DEFENCE.

WHITE. (Mr. M.)	BLACK. (M. J.)
1. P to K 4.	P to QB 4. (*a*)
2. P to Q 4.	BP takes P.
3. KKt to B 3.	P to K 4.
4. KB to QB 4.	KB to K 2.
5. R to QB 3.	P to Q 3.
6. Q to QKt 3.	P takes KP.
7. KB takes P, check.	K to KB sq.
8. QKt takes P.	QKt to B 3.
9. B takes KKt.	KR takes B.
10. Castles.	Q to K sq.
11. KKt to Kt 5.	KB takes Kt.
12. QB takes B.	QB to K 3.
13. Kt to Q 5.	P to KR 3.
14. P to KB 4. (*b*)	Q to Q 2.
15. P takes P, dis. check.	K to K sq.
16. Kt to QB 7, check.	Q takes Kt.
17. Q takes B, check.	

And M. Journoud resigned.

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Notes to Game II.

(*a*) This defence has been put in great requisition for many years, as "preventing all attacks, and rendering the formation of a centre impracticable to the first player." But it proved no barrier to Mr. M.'s impetuosity, and it has been exploded, as a theory, by the analyses of the last year.

(*b*) Well played, indeed!

Game III.

Between Mr. Paul Morphy and M. Arnous de Rivière.

EVANS GAMBIT.

WHITE. (Mr. M.)	BLACK. (M. de R.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QB 4.	KB to QB 4.
4. P to QKt 4.	KB takes P.
5. P to QB 3.	KB to QB 4.
6. Castles.	P to Q 3.
7. P to Q 4.	KP takes P.
8. BP takes P.	B to QKt 3.
9. QKt to B 3. (*a*)	KKt to B 3.
10. P to K 5.	P to Q 4. (*b*)
11. KP takes Kt.	QP takes B.
12. P takes KtP.	KR to Kt sq.
13. R to K sq, check.	QB to K 3.
14. P to Q 5.	Q to KB 3. (*c*)
15. B to KKt 5. (*d*)	Q takes QKt.
16. QP takes B.	Q to Q 6.
17. P takes P, dis. check.	K takes BP.
18. R to K 7, check.	K to Kt 3.
19. Q to K sq.	Q to Q 4.
20. QR to Q sq.	Kt to Q 5.

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WHITE. (Mr. M.)	BLACK. (M. de R.)
21. QR takes Kt.	B takes QR.
22. Q to QKt sq, check.	

And M. de Rivière resigned.

Notes to Game III.

(*a*) This forms a very fine variation of the almost inexhaustible *début* before us; the best reply, we fancy, is 9. QB to KKt 5.

(*b*) If he take P with P, White rejoins with QB to R 3, and has an immense field for attack, though several Pawns *minus*, as first shown, we believe, by Herr Andersen.

(*c*) Perhaps R takes P had been better play.

(*d*) From this point to the end, Morphy pursues his attack with the utmost skill and vigor.—BODEN.

Game IV.

Between the same players.

EVANS GAMBIT.

WHITE. (Mr. M.)	BLACK. (M. de R.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QB 4.	KB to QB 4.
4. P to QKt 4.	KB takes P.
5. P to QB 3.	KB to QB 4.
6. Castles.	P to Q 3.
7. P to Q 4.	KP takes P.
8. BP takes P.	B to QKt 3.
9. P to Q 5.	QKt to K 2.
10. P to K 5.	QKt to Kt 3.
11. P to K 6.	BP takes P.
12. QP takes P.	KKt to K 2.
13. KKt to Kt 5. (*a*)	Castles.
14. Q to KR 5. (*b*)	P to KR 3.
15. KKt to B 7.	KR takes Kt.

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WHITE. (Mr. M.)	BLACK. (M. de R.)
16. KP takes R.	K to KR 2.
17. KB to Q 3.	QB to K 3.
18. QB to KKt 5.	B takes BP.
19. KR to K sq.	K to KKt sq.
20. QB takes Kt.	Kt takes QB.
21. Q to KKt 4.	Q to KB sq.
22. QKt to B 3. (*c*)	B takes BP, check.
23. K to KR sq.	KB takes R.
24. QR takes B.	P to Q 4.
25. R to KB sq.	QR to Q sq.
26. Kt to QKt 5.	P to QB 4.
27. Q to KKt 3.	P to QB 5.
28. B to QB 2.	Kt to QB 3.
29. B to KKt 6.	QR to Q 2.
30. B to KB 5.	QR to K 2.
31. Kt to Q 6.	Q to QKt sq.
32. B to QB 8.	Kt to Q sq.
33. B to KB 5.	P to QKt 4.
34. B to KKt 6.	B takes KB.
35. Kt to KB 5.	Q takes Q.
36. Kt takes R, check.	K to KR 2.
37. RP takes Q.	P to Q 5.
38. Kt takes QB.	K takes QKt.
39. P to QR 3.	P to QR 4. (*d*)
40. K to Kt sq.	Kt to QB 3.
41. R to KB 8.	P to QB 6.
42. R to QB 8.	Kt to K 4.
43. K to KB 2.	Kt to QB 5.
44. K to K 2.	P to QB 7.

And Mr. Morphy resigned.

Notes to Game IV.

(*a*) We append, by way of variation, part of a game in which Paul

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Morphy sustained successfully the shock of this very charge from Mr. Thompson, the ablest delineator of this Gambit in New York.

(The first ten moves give the *same position* as above.)

Mr. Thompson.	Mr. Morphy.
11. KKt to Kt 5. (1)	KKt to K 2.
12. KR to K sq.	Castles.
13. Q to KR 5. (2)	P to KR 3.
14. KKt to K 4.	QKt takes KP.
15. QB takes RP.	KtP takes B.
16. KKt to B 6, check.	K to Kt 2.
17. KR takes Kt. (3)	QP takes R.
18. Q takes KP.	K to KR sq.
19. KB to Q 3.	Q to Q 3.
20. Q to QKt 2.	Q to KB 5.
21. Kt to K 4, check, (4)	P to KB 3.
22. P to KKt 3.	Q to K 4.

And Mr. T.'s attack is not only completely repelled, but he shortly loses the game.

(1) The second player must now Castle into comparative safety.
(2) The whole attack springing from this move is radically weak; for with careful play the defence, in spite of the fierce onslaught made upon him, must sooner or later gain an advantage.
(3) If he move KR to K 4, or KB to Q 3, Mr. M. can capture the KKt.
(4) Morphy gets no opportunity of using his discovered check to advantage.—Mcrphy.

(*b*) The attack now *seems* irresistible, but M. de Rivière manages to repel it very cleverly.

(*c*) Overlooking, apparently, the somewhat obvious purpose of M. de R.'s last move.

(*d*) These are terrible Pawns now.

Game V.

The opening *partie* of the match between Messrs Morphy and Mongredien.

M'DONNELL'S DOUBLE GAMBIT.

White. (Mr. M—n.)	Black. (Mr. M—y.)
1. P to K 4.	P to K 4.
2. KB to QB 4.	KB to QB 4.

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WHITE. (Mr. M—n.)	BLACK. (Mr. M—y.)
3. P to QKt 4. (*a*)	KB takes P.
4. P to KB 4. (*b*)	P to Q 4.
5. P takes QP.	P to K 5.
6. KKt to K 2.	KKt to B 3.
7. P to QB 3.	KB to QB 4.
8. P to Q 4.	P takes P *en passant*.
9. Q takes P.	Castles.
10. B to QR 3. (*c*)	KB takes B.
11. QKt takes B.	B to KKt 5.
12. Castles. (*d*)	B takes KKt.
13. Q takes QB.	Kt takes QP.
14. Q to KB 3. (*e*)	P to QB 3.
15. QR to Kt sq.	Q to K 2. (*f*)
16. B takes KKt.	BP takes B.
17. P to QB 4.	QP takes P.
18. R takes KtP.	QKt to Q 2.
19. K to KR sq.	KR to K sq.
20. Kt takes BP.	Q to K 3.
21. Kt to K 5. (*g*)	Kt takes Kt.
22. BP takes Kt.	R to KB sq.
23. Q to QKt 3.	Q takes Q.
24. RP takes Q.	QR to Kt sq.
25. R takes RP.	QR takes P.

And the game was declared drawn.

Notes to Game V.

(*a*) A bold move—leading, however, to very interesting positions.

(*b*) This brilliant *début*, and its result, forcibly remind us of a remark once made by Staunton upon a game, Kipping *vs.* Andersen: "This shows the sense of the first player's always employing the most attacking openings."

(*c*) Well played, as it is the best way of getting rid of the adverse Bishop, and enables him to Castle on the K's side.

(*d*) The wisest course Mr. M. could have chosen, for had he deferred

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Castling, he would have been subjected to an immediate and embarrassing attack on Black's moving R to K sq.

(*e*) Again well played, regaining the lost Pawn.

(*f*) Had he played, instead, Q to her R 4, White could first of all have taken off the Kt with B, and then posted the R at QKt 3.

(*g*) Played throughout with much judgment.

Game VI.

The fourth *partie* of the same match.

TWO KNIGHTS' DEFENCE.

WHITE. (Mr. M—y.)	BLACK. (Mr. M—n.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QB 4.	KKt to B 3.
4. KKt to Kt 5.	P to Q 4.
5. KP takes P.	QKt to R 4.
6. P to Q 3. (*a*)	P to KR 3.
7. KKt to B 3.	QB to KKt 5.
8. P to KR 3.	QB takes Kt.
9. Q takes QB.	KB to Q 3. (*b*)
10. B to Kt 5, check.	P to QB 3.
11. QP takes P.	KtP takes P.
12. KB takes P, check.	QKt takes B.
13. Q takes Kt, check.	K to K 2.
14. Kt to QB 3.	QR to QB sq.
15. Q to KB 3.	KR to K sq.
16. Castles.	K to KB sq.
17. QB to Q 2.	P to KKt 4. (*c*)
18. P to KR 4.	Kt to KR 2.
19. Q to KB 5.	K to KKt 2.
20. RP takes P.	RP takes P.
21. P to KKt 3.	P to KB 3.
22. K to KKt 2.	KR to R sq.
23. KR to R sq.	QR to B 2.

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WHITE. (Mr. M—y.)	BLACK. (Mr. M—n.)
24. KR to R 2.	Q to QB sq.
25. Q takes Q.	KR takes Q.
26. QR to R sq.	Kt to KB sq.
27. Kt to QKt 5.	QR to Q 2.
28. Kt takes B.	QR takes Kt.
29. B to QKt 4.	

And Mr. Mongredien resigns.

Notes to Game VI.*

(*a*) This move, though given by Heydebrand, we consider inferior to KB to QKt 5.

(*b*) Bad! P to K 5 should have been played instead.

(*c*) Exposing the K, at once, to a most formidable attack.

Game VII.

Between Messrs. Boden and Morphy.

PHILIDOR'S DEFENCE.

BLACK. (Mr. B.)	WHITE. (Mr. M.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	P to Q 3.
3. P to Q 4.	KP takes P.
4. Q takes P.	QB to Q 2.
5. QB to K 3.	QKt to B 3.
6. Q to Q 2.	KKt to B 3.
7. KB to Q 3.	KB to K 2.
8. QKt to B 3.	Castles.
9. Castles, KR.	P to KR 3.
10. P to KR 3.	KKt to R 2.
11. P to KKt 4.	P to KR 4.
12. KKt to R 2.	RP takes P.
13. RP takes P.	QKt to K 4.

* For the notes to Games V. and VI. we are chiefly indebted to Herr Löwenthal.

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BLACK. (Mr. B.)	WHITE. (Mr. M.)
14. P to KB 3.	P to KKt 4.
15. K to KKt 2.	P to QB 4.
16. KR to KR sq.	K to KKt 2.
17. KKt to B sq.	KR to KR sq.
18. KKt to Kt 3.	P to KB 3. (*a*)
19. QKt to Q 5.	KKt to B sq.
20. Kt to R 5, check.	K to KB 2.
21. QR to Q sq.	KKt to Kt 3.
22. KB to K 2.	Kt to R 5, check.
23. K to KB 2.	B to QB 3.
24. QKt takes B.	Q takes QKt.
25. Q takes QP.	P to QKt 3.
26. Q takes Q, check. (*b*)	K takes Q.
27. KKt to Kt 3.	K to KB 2.
28. QR to Q 6.	K to K 2.
29. QR to Q 2.	K to KB 2.
30. P to KB 4.	KtP takes P.
31. QB takes P.	KKt to Kt 3. (*c*)
32. QB to KR 6.	KR to R 2.
33. K to K 3.	QR to KR sq.
34. Kt to KB 5.	KKt to K 2.
35. Kt takes Kt.	K takes Kt.
36. P to KKt 5.	K to K 3.
37. KR to Q sq.	BP takes P.
38. QR to Q 6, check.	K to KB 2.
39. KB to R 5, check.	K to K 2.
40. QB takes P, check.	K to KB sq.
41. KR to B sq, check.	

And Mr. Boden wins. (*d*)

Notes to Game VII.

(*a*) For once in his life, even Morphy seems obliged to do just the work his adversary cuts out for him. The exact similarity of manœu-

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vre on both sides is highly amusing. Mr. M. is still his one move behind, and never gets up.

(*b*) Better, we believe, to have taken the KKt with KR; the attack then, apparently, would have been quite irresistible.—STAUNTON.

(*c*) Still "following suit," and still as palpably second player as when he commenced.

(*d*) We know that Mr. Morphy accounts his present antagonist the strongest English player. We therefore accord him the honor of presenting one of the few victories gained over the "wondrous boy" in Europe.

Game VIII.

Between the same players; and in which Paul Morphy takes swift and ample vengeance for the above defeat.

RUY LOPEZ KNIGHT'S GAME.

BLACK. (Mr. B.)	WHITE. (Mr. M.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QKt 5.	KKt to B 3.
4. P to Q 4.	KP takes P.
5. P to K 5.	KKt to Q 4.
6. Castles.	KB to QB 4.
7. P to QB 3.	Castles.
8. BP takes P.	B to QKt 3.
9. KB to QB 4.	QKt to K 2.
10. QB to KKt 5.	Q to K sq.
11. KR to K sq.	P to KR 3.
12. QB to KR 4.	KKt to KB 5.
13. QKt to B 3.	QKt to KB 4.
14. Q to Q 2.	KKt to Kt 3.
15. QKt to K 4. (*a*)	P to Q 4.
16. P takes P, *en passant.*	Q to Q 2.
17. KKt to K 5.	Kt takes Kt.
18. QP takes Kt.	Kt takes QB.

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BLACK. (Mr. B.)	WHITE. (Mr. M.)
19. Kt to B 6, check.	KtP takes Kt.
20. P to K 6.	Q takes QP.
21. Q takes RP.	QB takes P.
22. KB takes B. (*b*)	BP takes B.
23. R to K 4.	Kt to B 4.
24. R to Kt 4, check.	K to KB 2.

And Mr. Morphy wins.

Notes to Game VIII.

(*a*) Well devised. If White attempts to win the piece, he loses the game by a fatal check at KB 6. Black, perhaps, would have done still better by moving the Kt to Q 5, threatening the same (check), and preventing the advance of his opponent's QP.

(*b*) Black might even now [perhaps] have drawn the game by playing R to K 4, instead of taking the Bishop.—STAUNTON.

Game IX.

Between Paul Morphy and Professor Anderssen.

KING'S KNIGHT'S GAMBIT.

WHITE. (Mr. M.)	BLACK. (Prof. A.)
1. P to K 4.	P to K 4.
2. P to KB 4.	KP takes P.
3. KKt to B 3.	P to KKt 4.
4. KB to QB 4.	KB to Kt 2.
5. Castles.	P to Q 3.
6. P to QB 3.	QKt to B 3.
7. Q to QKt 3.	Q to K 2.
8. P to Q 4.	P to QR 3.
9. Kt takes KtP.	Q takes Kt.
10. KB takes P, check.	K to Q sq.
11. QB takes P.	Q to K 2.
12. KB takes Kt.	B to KKt 5.

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WHITE. (Mr. M.)	BLACK. (Prof. A.)
13. QKt to Q 2.	K to Q 2.
14. KB to Q 5.	Kt to Q sq.
15. B takes KtP.	Kt takes B.
16. Q takes Kt.	P to QR 4.
17. B takes QP.	B takes QP, check.
18. BP takes B.	Q takes B.
19. R to B 7, check.	

And Professor Anderssen resigns.

Game X.

Between Mr. Morphy and M. St. Amant.

GIUOCO PIANO.

WHITE. (M. St. A.)	BLACK. (Mr. M.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	QKt to B 3.
3. KB to QB 4.	KB to QB 4.
4. P to QB 3.	KKt to B 3.
5. P to Q 4.	KP takes P.
6. BP takes P.	B to Kt 5, check.
7. QB to Q 2.	B takes B, check.
8. QKt takes B.	P to Q 4.
9. KP takes P.	KKt takes P.
10. Castles.	Castles.
11. P to KR 3.	Kt to KB 5.
12. K to KR 2.	QKt takes P.
13. Kt takes Kt.	Q takes Kt.
14. Q to QB 2.	Q to Q 3.
15. K to KR sq.	Q to KR 3.
16. Q to QB 3.	B to KB 4.
17. K to R 2.	QR to Q sq.
18. KR to Q sq.	B takes RP.

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WHITE. (M. St. A.)	BLACK. (Mr. M.)
19. KtP takes B.	R to Q 6.
20. Q takes R.	Kt takes Q.
21. B takes Kt.	Q to Q 3, check.
22. P to KB 4.	Q takes B.

And Mr. Morphy wins.

Game XI.

Between Messrs. Morphy and Medley.

KING'S KNIGHT'S GAMBIT.

WHITE. (Morphy.)	BLACK. (Medley.)
1. P to K 4.	P to K 4.
2. P to KB 4.	KP takes P.
3. KKt to B 3.	P to KKt 4.
4. P to KR 4.	P to KKt 5.
5. KKt to K 5.	KKt to B 3.
6. KB to QB 4.	P to Q 4.
7. KP takes P.	KB to Q 3.
8. P to Q 4.	KKt to R 4.
9. QKt to B 3.	QB to KB 4.
10. QKt to K 2.	Q to KB 3.
11. QKt takes P.	KKt to Kt 6.
12. QKt to R 5.	Kt takes Kt.
13. QB to KKt 5.	B to Kt 5, check.
14. P to QB 3.	Q to Q 3.
15. Castles.	KKt to Kt 2.
16. KR takes B.	KKt takes R.
17. Q takes KtP.	KKt to K 2.
18. R to K sq.	P to KR 4.
19. Q to KB 3.	KR to R 2.
20. B to Kt 5, check.	P to QB 3.
21. QP takes P.	KtP takes P.

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WHITE. (Morphy.)	BLACK. (Medley.)
22. Kt takes QBP.	QKt takes Kt.
23. B takes Kt, check.	

And Mr. Morphy wins the game.

Game XII.

Between Mr. Morphy and H. R. H. the Duke of Brunswick and Count Isouard, consulting.

PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)	BLACK. (The Allies.)
1. P to K 4.	P to K 4.
2. KKt to B 3.	P to Q 3.
3. P to Q 4.	QB to KKt 5.
4. QP takes P.	QB takes Kt.
5. Q takes QB.	QP takes P.
6. KB to QB 4.	KKt to B 3.
7. Q to QKt 3.	Q to K 2.
8. QKt to B 3.	P to QB 3.
9. QB to KKt 5.	P to QKt 4.
10. Kt takes KtP.	BP takes Kt.
11. B takes KtP, check.	QKt to Q 2.
12. Castles, QR.	QR to Q sq.
13. QR takes Kt.	QR takes R.
14. KR to Q sq.	Q to K 3.
15. B takes R, check.	Kt takes B.
16. Q to Kt 8, check.	Kt takes Q.
17. R to Q 8, checkmate.	

FINIS.

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